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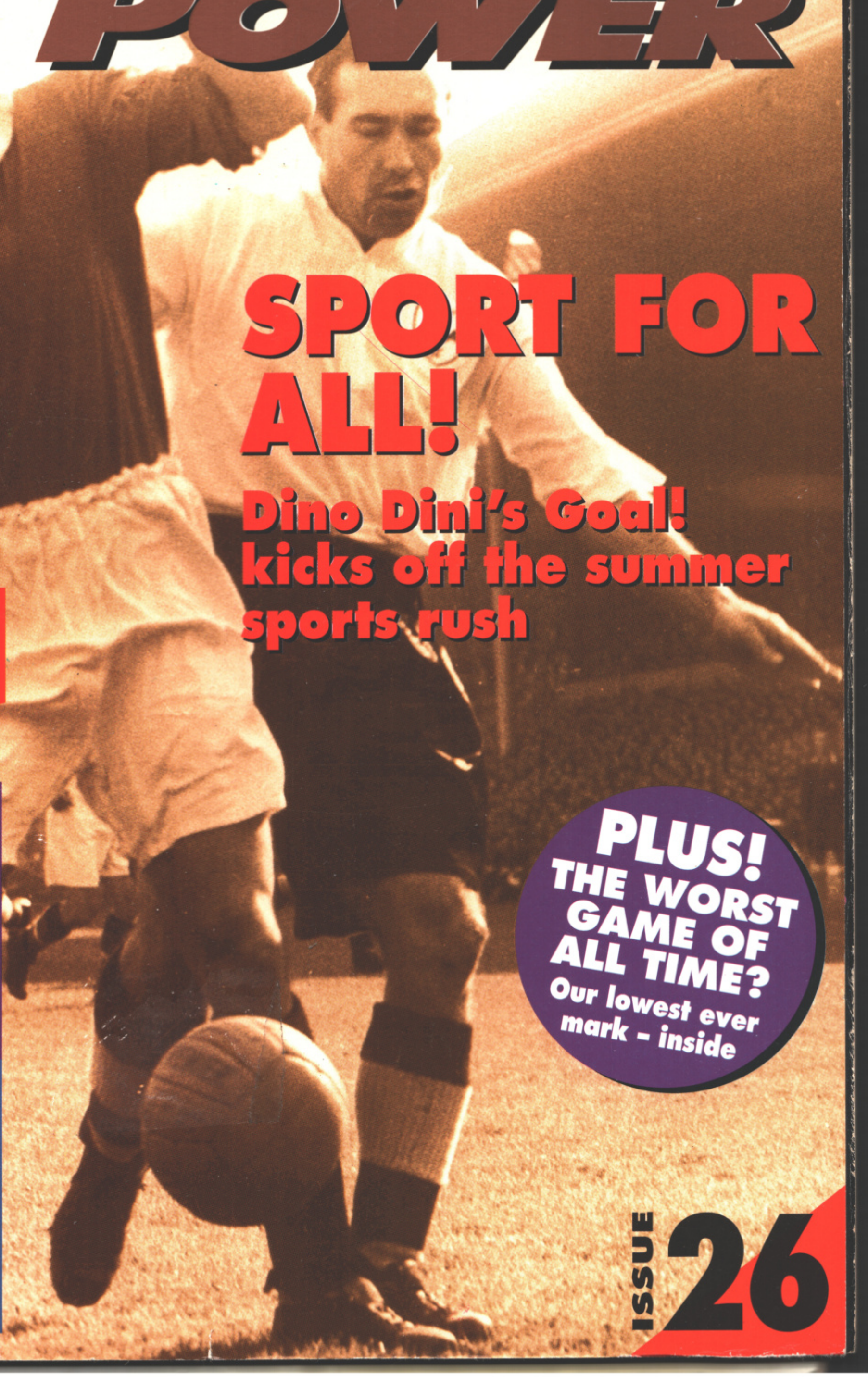

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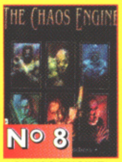
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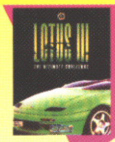
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AMIGA POWER
ISSUE 26 JUNE 1993

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10 TRUE STORIES
Sadly, there aren't any pictures of how cool the AP crew looked as they cruised to the European Computer Trade Show in someone else's flash car last month. But we do have the news they picked up.

14 THE GALLUP CHARTS
Can *Lemmings 2* hit the top spot again, or will it be Rolf Harris with his amusing cover version of *The Secret Of Monkey Island?*

16 THE SHAPE OF THINGS TO COME
This month's most-changed section of AMIGA POWER boasts the lowdown on *Alfred Chicken, Batman Returns, Twilight 2000* and, er, four more.

43 ANSWER ME! – SURVEY '93
Okay, time to stop whinging and get constructive as we give you your big chance to shape the face of AMIGA POWER in the coming year. Don't miss it!

50 CONSUMER GOODS CORNER
To celebrate the arrival of Dino Dini's new game, we offer you a lush VCR and some top footy action to watch on it.

52 DIARY OF A GAME
Fresh from a couple of months off, The Hidden are back with more on *Spodland.*

56 COMPLETE CONTROL
Jonathan Davies is so big he's got twice as many cheats as normal this month, plus *KGB* and *Legends Of Valour* tips and, of course, The Last Resort. What a geezer.

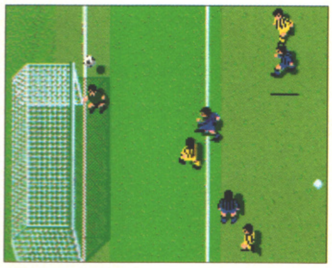
82 DO THE WRITE THING
They're the pages YOU write, and they're always *(That's enough Viz-pinching. – Ed)*

86 SUPER PUBLIC DOMAIN WORLD
Dave Golder's back with more of the best PD, but this time he's got a whole new look into the bargain. Well, his page has, at least. Dave, lose the sideburns.

94 BACK ISSUES! SUBSCRIBE! ETC
Buy your AP goodies, get fab FREE games by subscribing, and plug those nasty and unsightly gaps on your magazine shelf.

98 THE RIGHT PROFILE
By popular request, everything you ever wanted to know about – Linda Barker!

GAMES OF THE MO



GOAL!
The moment of truth – Dino Dini versus *Sensible Soccer!*
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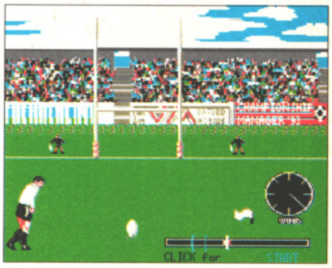

INTERNATIONAL RUGBY CHALLENGE
Is it the worst game of all time?
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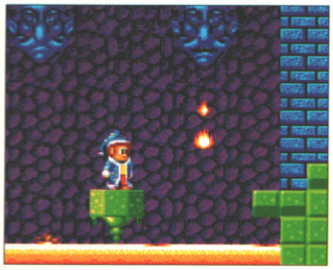

WOODY'S WORLD
Can the Amiga ever emulate *Super Mario Bros?* Should it try?
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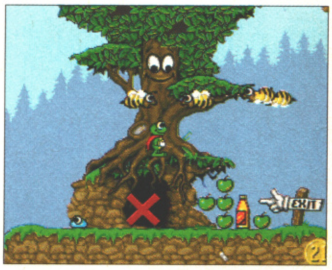

SUPERFROG
So it looks like *Dizzy* with scrolling – want to fight about it?
Page 38

NIPPON
Made in
reviewed

WIN! A SAMSUNG VCR AND 20,000 GREAT GOALS!
Page 50

RECESSION SPECIAL! PAGE 71

They say it's over, but then politicians always say that. At AMIGA POWER, we're taking no chances – check out our bumper cheapo games special.

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47 ONE FLEW OVER THE CUTESY'S NEST

After a flood of complaints from, well, Linda mostly, Mark Winstanley redresses the balance with a look at the world's cuddliest, cutesiest, fluffiest and loveliest games ever. Aw, doesn't he look sweet?

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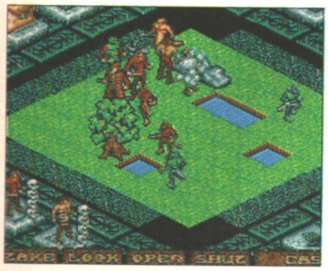

WORLDS OF LEGEND
Games with 'Legend' in their titles, part 764.
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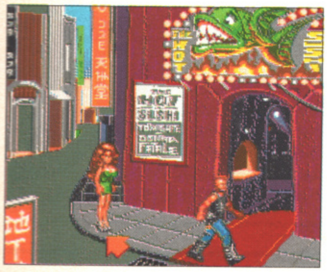

NIPPON SAFES
Made in Italy, set in Japan, reviewed in Britain. Flags out!
Page 40

SURVEY PAGE 43

We're never short of people telling us we're doing everything wrong, but we only listen to them once a year. If you want YOUR voice to be heard about AP, fill this page in and send it off. Now.

NEXT MONTH

Next month, eh? Well, next month will be June. June was named after the Roman goddess Juno, wife of Jupiter, who was the father of the gods. So Juno must have been the mother of the gods, yes? Well, unless Jupiter got divorced, and then *(Snip! – Ed)*

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GET WELL SOON, BOSS

You won't be seeing much by Linda in the mag for the next couple of months. Our beloved Ed's been very seriously ill, and she's currently recuperating in a fearsomely impressive way in a Bristol hospital. The AP crew would like to take this opportunity to thank all at the RUH and Frenchay for their impossible wonderfulness – we're more grateful to you than we could ever adequately express. If anybody wants to send Get Well Soon cards, plastic flowers etc, they'll be gratefully appreciated, via the usual AP address. Normal service will otherwise continue. On with the show...

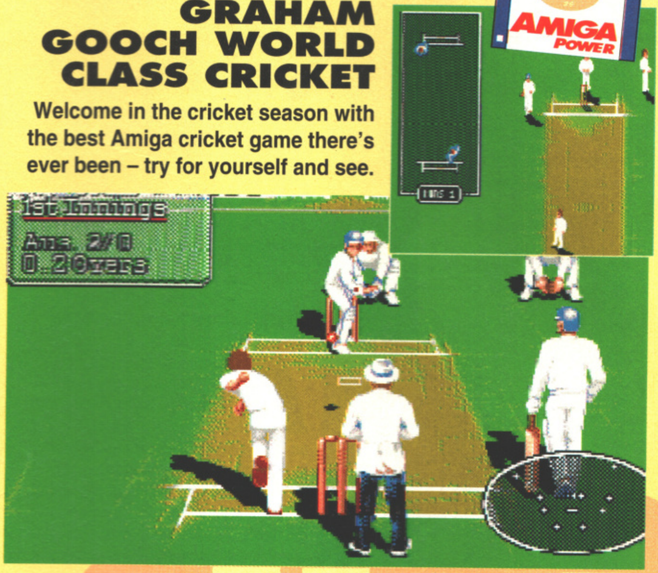
disk
26

It's unbelievable, isn't it? Other mags struggle to fit two games on a disk, and we bring you FOUR! (Count, as we're wont to say, 'em!) Even though one of them's the biggest demo you'll see this year (probably), another's one of the best games of all time, and, well, *look...*

INTRODUCING DISK 26

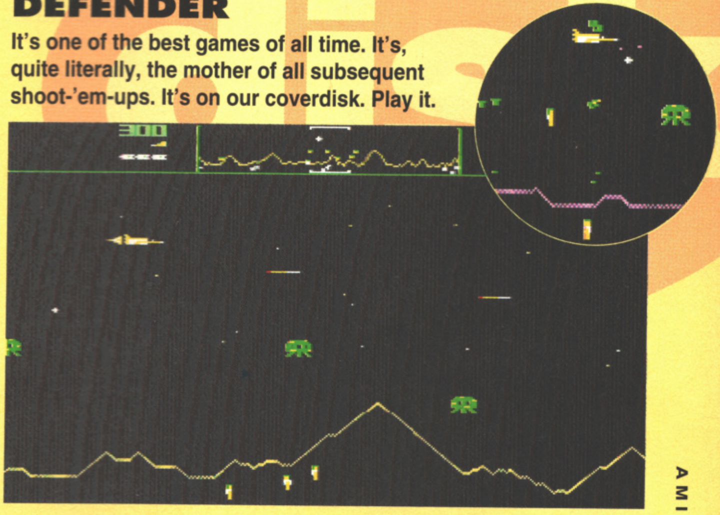
GRAHAM GOOCH WORLD CLASS CRICKET

Welcome in the cricket season with the best Amiga cricket game there's ever been – try for yourself and see.



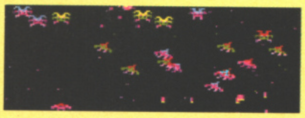
DEFENDER

It's one of the best games of all time. It's, quite literally, the mother of all subsequent shoot-'em-ups. It's on our coverdisk. Play it.



BIPLANES

One or two-player dogfighting fun of the highest order.



GALAXIA

It's *Galaxians,* really. But it's great anyway. Thank you.

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 26, DisCopy Labs, PO Box 21, Daventry NN11 5BU. NOT here to AP. We really don't want to know.

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- *Graham Gooch Cricket* is one meg only.

- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.

- An options menu will appear. Simply follow the instructions to load the game of your choice.

- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

- It really is that simple.

- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.

- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?

- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like'.

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 26 Returns
DisCopy Labs
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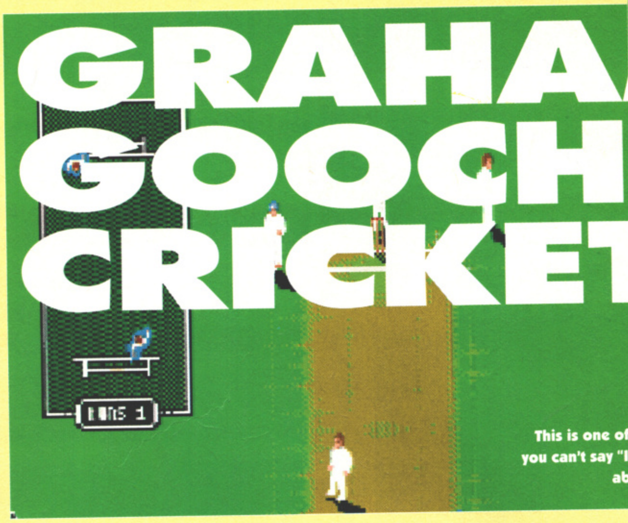
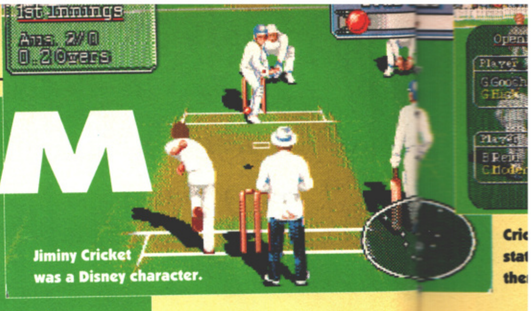
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks. We've tried, we really have, but we're just crap at it. So send it DisCopy Labs. Please.

GRAHAM GOOCH CRICKET



This is one of those games that you can't say "It just isn't cricket" about. Because it is.



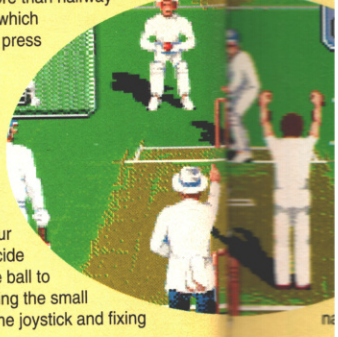
Jiminy Cricket was a Disney character.

Game: Graham Gooch World Class Cricket
Publisher: Audiogenic

As the football season fades into the realm of memory and the summer begins to resonate to what we always like to refer to as 'the crack of willow on leather', what better time to bring you a demo of what looks like the Amiga's finest cricket game to date? Not just any old demo, either – this is one of the biggest we've ever run, consisting basically of the entire game but with matches limited to two overs. That's about as much as you need in the way of background, I think, so let's get down to the important business of telling you how to play the thing. But before we launch into a detailed account of all the ins and outs (ho ho), please note that all these controls are reversed for a left-handed batsman

RUNNING

If you successfully hit the ball and decide to go for some runs, press the fire button. The batsmen will begin to run fairly slowly, but you can speed them up by waggling the joystick from side to side (in fact, if you decide to run straight away, just start waggling and don't bother about pressing fire). If you start running but change your mind, pressing fire will make the batsmen return to the crease, unless they're more than halfway in which case the fire-button press will be taken as a signal to go for another run after they complete the current one.



BOWLING

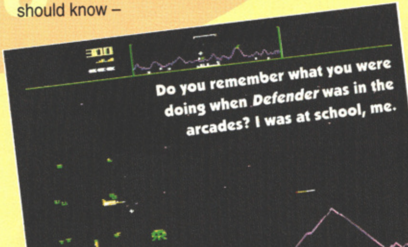
Before you start your bowling run-up, decide where you want the ball to bounce by positioning the small white square with the joystick and fixing

DEFENDER

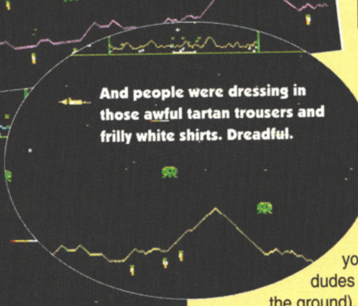
Game: Defender
Authors: Acid Software

What is there to say? Way back in issue seven we gave you on the coverdisk an arcade-perfect version of *Asteroids*, arguably the greatest coin-op game of all time. At the time, we said that *Asteroids'* mantle as all-time Number One arcader was "a position only seriously challenged by Williams' *Defender*". Now, we bring you an arcade-perfect version of *Defender* so you can judge for yourself. Do you love us, or what?

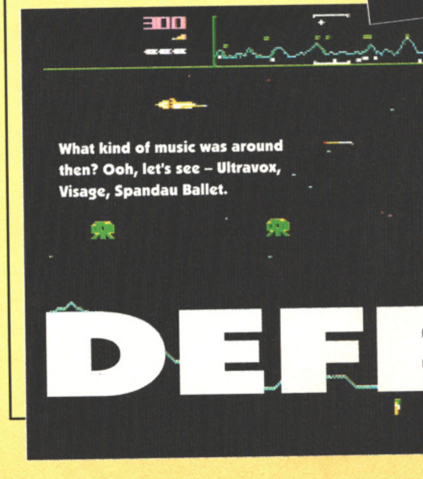
Well, alright Mr Picky, it's not ABSOLUTELY arcade-perfect – the laser blasts are a bit shorter than the long sizzling lines of the original, but that's about it. As far as we can tell, save for the Hyperspace feature that nobody ever used anyway, every other last little bit of the coin-op is right here in this conversion, right down to the sound effects. And we should know – we've been playing it solidly for days here in the AP office (current top score a none-too-unbeatable 112,750 by Stuart). If you're a crumbly like us, stand by for a nostalgia blast of colossal proportions. If you're one of those new-fangled young people, get ready for one of the most fearsome assaults ever launched on your person by a collection of pixels. The original *Defender* was written in 12K of memory, but see how long you play it for compared to your average coverdisk demo...



Do you remember what you were doing when *Defender* was in the arcades? I was at school, me.



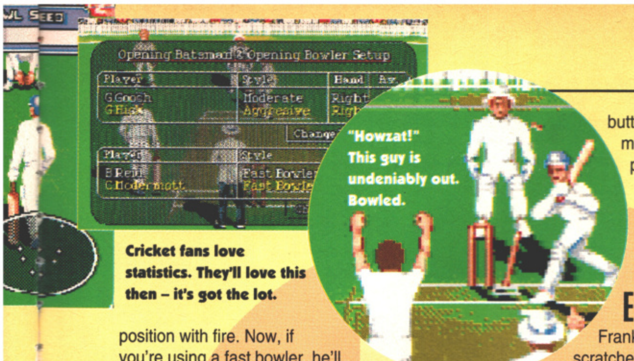
And people were dressing in those awful tartan trousers and frilly white shirts. Dreadful.



What kind of music was around then? Ooh, let's see – Ultravox, Visage, Spandau Ballet.

HOW TO PLAY

Oh, if only it were that simple. If only a few well-chosen words could make you good at *Defender*, what a different place the world would be. But anyway, here's the plot. The Landers (green aliens shaped a bit like diving bells) are trying to capture your Humanoids (little purple dudes walking around helplessly on the ground). If they succeed in picking one up and carrying him to the top of the screen, the Lander fuses itself to the



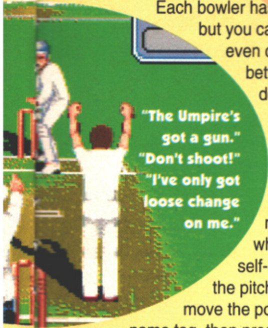
Cricket fans love statistics. They'll love this then – it's got the lot.

"Howzat!" This guy is undeniably out. Bowled.

position with fire. Now, if you're using a fast bowler, he'll automatically start his run-up, which you can speed up by waggling the joystick.

If you're using one of the other two types of bowler, (swing or spin), choose which direction you want the ball to move in and press fire, then waggle the stick to increase speed as before.

FIELDING



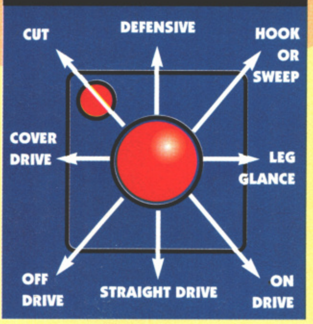
"The Umpire's got a gun." "Don't shoot!" "I've only got loose change on me."

Each bowler has a set fielder pattern, but you can change these, or even copy fielding set-ups between bowlers so you don't have to keep changing them. To change the fielding set-up, press Space while the bowler is waiting to bowl. A menu will appear, which should be pretty self-explanatory. When the pitch diagram appears, move the pointer to a fielder's name tag, then press the left mouse button, drag the mouse to the new position and release the button again.

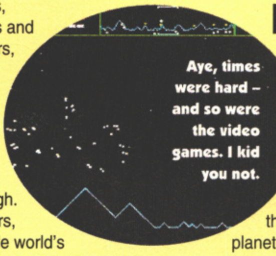
EVERYTHING ELSE...

Frankly, we've only scratched the surface of the numerous options available in this game, but unfortunately we haven't got nearly enough room to explain all of them. You shouldn't have too much trouble navigating your way around the user-friendly options menus, so get to it and, er, happy batting.

CONTROLS



Humanoid and forms a much more formidable enemy called a Mutant, which then chases you relentlessly until one of you dies. Helping the Landers out (by killing you) are Pods, Bombers, Swarmers and the utterly evil Baiters, which appear if you take too long to clear a level.



Aye, times were hard – and so were the video games. I kid you not.

HELP ME!

It's not all bad, though. As well as your lasers, you've got the arcade world's first ever Smart Bomb, which kills every enemy on the screen. You start with three of these, and get a new one (plus an extra life) for every 10,000 points you score. Also, when a Lander kidnaps a Humanoid, you can still save it. If you shoot the Lander while it's carrying the Humanoid up the screen, the Humanoid will be released from the exploded Lander and fall to the ground. If it's not too high up, it'll land safely (and give you 250 bonus points), but you can make sure by flying into it with your ship (500 bonus points). It'll then hang off the bottom until you touch the ground, when it'll jump off and start walking around again (500 more bonus points). You can carry as many of your ten Humanoids around at once as you like.

But – if you allow all ten of your Humanoids to be mutated (or shoot them yourself by 'accident'), things get nasty. How nasty? The world explodes, that's how nasty. Every Lander turns into a Mutant and unless you're superhuman you can pretty much kiss your ass goodbye.

IS THERE NO HOPE?

Well, yes there is. Firstly, there's a Scanner at the top of the screen that shows you where all the baddies are. And secondly, every fifth level, you get your ten Humanoids back, and with the Humanoids comes the planet. Phew. That is, of course, assuming you ever get to the fifth level...

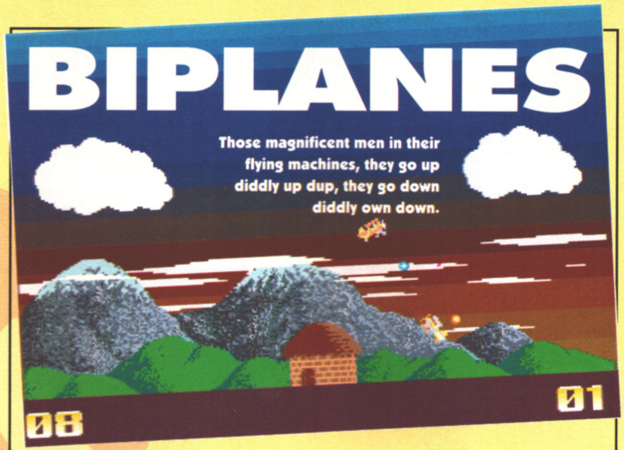
KEY CONTROLS

A – Up
Z – Down
Space – Reverse
? – Thrust
Shift – Fire
Return – Smart Bomb

BASICALLY SPEAKING

Believe it or not, *Defender* is written in BASIC. Well, sort of. It's programmed (by the people who brought you *Woody's World*, reviewed on page 36) in a language called Blitz Basic 2, which the boys at Acid/Vision Software wrote themselves. Impressive, huh? For more info, check out the text file about it (called 'Blitz2.about') on the coverdisk.

BIPLANES

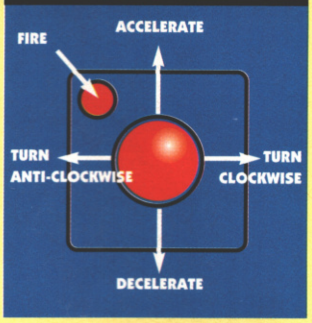


Those magnificent men in their flying machines, they go up diddly up dup, they go down diddly own down.

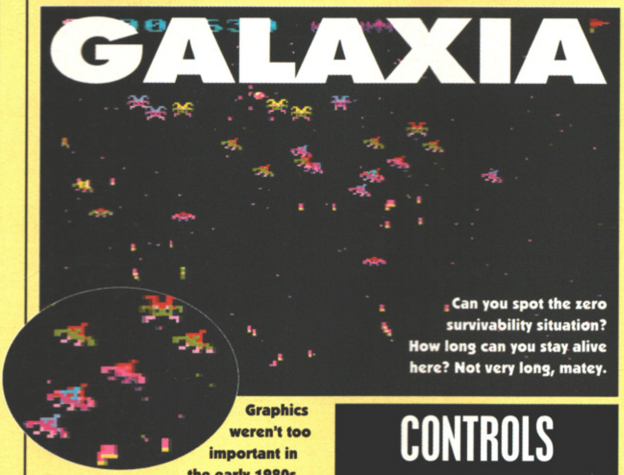
Game: Biplanes
Author: Peter Mason

Back in the early days of AMIGA POWER, the biggest single reason for missed deadlines was (so Stuart tells us) a little thing called *Bip*. A two-player dogfight based on an ancient Atari VCS game, it kept the team occupied for many hours of intense and bitter rivalry. And now it's back again, in a new version – just the same as the old one, except now there's a computer opponent to play against if you haven't got a Deputy Editor handy. Load it up, fly around, stall and plunge to a horrible death, over and over again. It's great.

CONTROLS



QUEST FOR GALAXIA



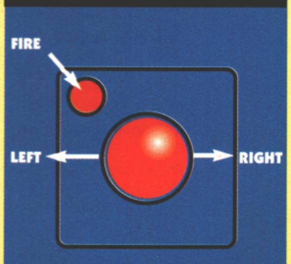
Can you spot the zero survivability situation? How long can you stay alive here? Not very long, matey.

Graphics weren't too important in the early 1980s.

Game: Quest for Galaxia
Author: 'Goth'

Putting together this month's coverdisk, what should we find but 85K of free space at the end. "That's a bit of a waste", we thought, so we rummaged around and found this little *Galaxians* clone. It's just as simple as it looks, but if you think that 'simple' means 'easy', hit F9 on the title screen to start at the toughest level and then see how tough you feel.

CONTROLS



KEYS F1-F9 SELECT THE DIFFICULTY LEVEL FROM THE TITLE SCREEN

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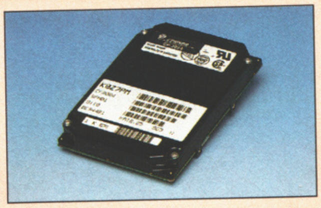

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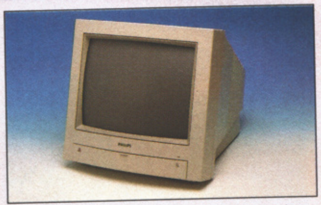

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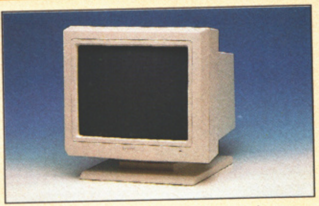

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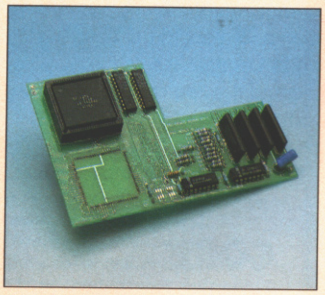

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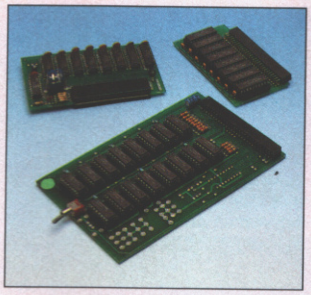

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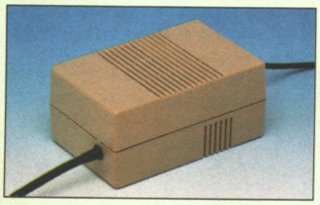

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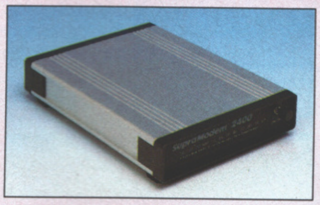

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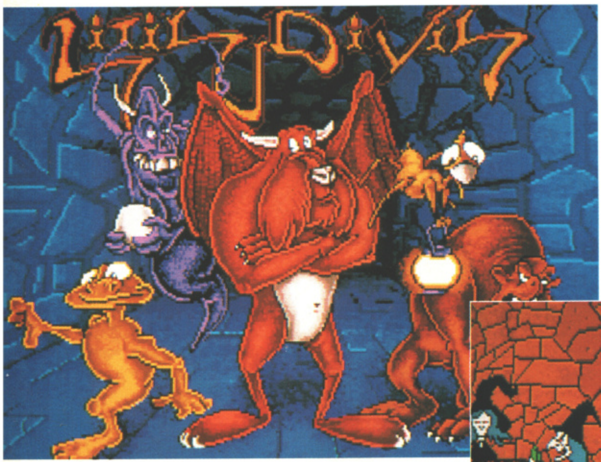
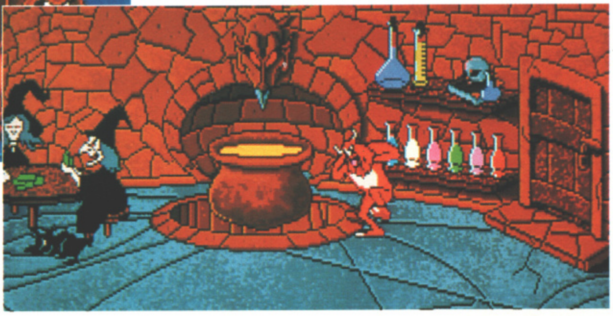
TRUE STORIES

ECTS ROUND-UP

This month, the AMIGA POWER team took a couple of days off to wander around the Spring European Computer Trade Show in London. Your faithful newshounds put up with the terrible discomfort and we even pretended to enjoy it – just to bring you lot a couple of pages of news. Oh, it was difficult to settle down and relax in the flash sports car we borrowed to drive down to London, it was hard finding room for all the free sandwiches and it was even more demanding to sit there in comfy chairs while people showed us all their new games. It was an arduous task, but – hey! – somebody had to do it. And did we find out lots of thrilling news? You bet we did, and here it comes...



Here's that impish sprite in person. But which Amigas will he run on? Stay tuned for details...



The game itself boasts the intriguing innovation of cartoon-quality graphics that you can actually control. What will they think of next?

GREMLIN

Gremlin were full of secrets – they've definitely got a few things up their corporate sleeve, but they weren't letting on!

However, we can tell you that their forthcoming releases include *Hero Quest 2*, *Premier Manager 2*, *Zool 2* and *Litil Divil*. The latter won't be released on the A500 or the A1200, but it will be coming out and we'll be reviewing it! *Zool* himself is all set to become the star of lunch boxes, pencil cases and duvet covers as he's been taken on board by PSL, the UK's leading licensing company who are responsible for the ubiquity of characters such as The Simpsons™, Garfield™ and Super Mario Bros™.

CORE

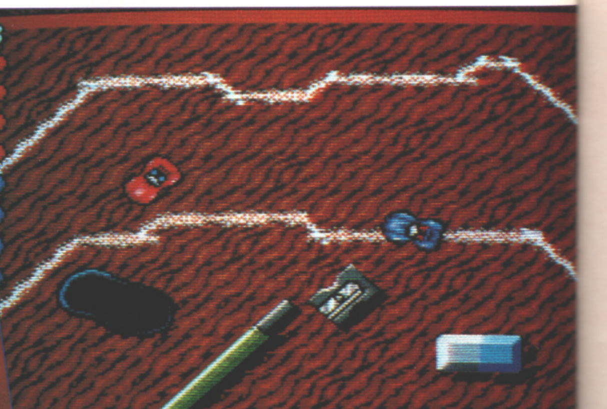
Core's up-and-coming *Blastar*, which we previewed last month, was looking great – if, by the time it's released, it's not the best all-direction-scrolling *Sinistar*-style shoot-'em-up around then we'll be quite disappointed. Work also continues apace on two other new Core titles – *Darkmere* and *Bubba'n'Stix*. But we don't know very much about them yet. Sorry.

IMPRESSIONS

For those of you who like to spend your leisure hours being all clever and strategic, Impressions have got enough games coming out to keep a whole battalion happy. There's *Rules Of Engagement 2*, *When Two Worlds War*, and *The Blue And The Gray*.

CODE MASTERS

The Codies had great news to impart – *Micro Machines*, their *Super Sprint*-kind of racing game, is all set for an Amiga release. It's a racing game with one major difference – the racing cars are tiny and you race around bathtubs, table cloths and other equally ridiculous locations. On hearing this great news, the AMIGA POWER team stopped sniggering at the pop band (below) and all went "Wow" in unison. *Micro Machines* has been a bit of a smash on the NES and the Mega Drive and apparently the two-player game is a bit of a stonker. As well as oohing and ahhing at *MM*, we took a peek at *Firehawk* (coming soon, kids!) and gazed at Worlds Apart (who are apparently the new Take That) in admiration. (Ahem.) After nabbing a couple of budgies, we moved on...



Above and right: Racing on the small scale with the Codies' *Micro Machines* (not shown actual size).

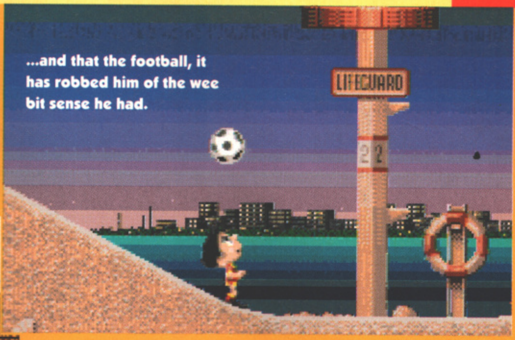
Left: Could this be the new Take That? And, for that matter, does anyone specifically remember asking for another one?

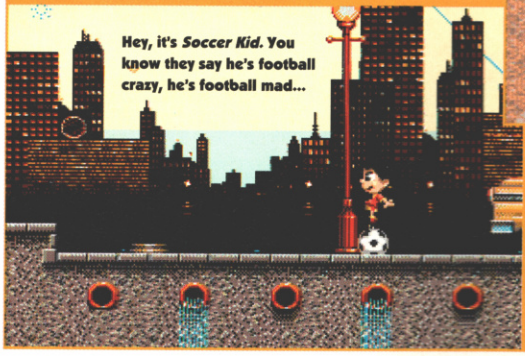
IN BRIEF...

Renegade are working on *Uridium 2*, Team 17 have converted *Alien Breed 2* to the A1200 and are also slaving over a hot Amiga to bring you *Body Blows 2*. But before that, we'll be reviewing *Overdrive* (out soon!). Over in Germany, the Thalion programmers are busy on *Ambermoon*, which they hope will beat *Legends Of Valour* at its own game. For future release are *U96* (a submarine simulation), *Search Air Rescue* (a helicopter simulation) and *No Second Prize 2*. Software 2000, another bunch of European programmers, are also working on *Ice Hockey Manager* for US Gold.

KRISALIS

Not content with wowing us with *Arabian Nights*, Krisalis showed us the latest version of *Soccer Kid* and it doesn't half look smart – tough but smart. After *Soccer Kid*, Krisalis' next project is *Legends* which, hopefully, we'll be previewing next month. It's a kind of role-playing, fantasy game with an arcade element, set in a modern post-nuclear landscape in which you have to make the four characters into heroes so that they can save the world. (Phew.) After that, we're hoping for a glimpse of *Tomb World*, which will be followed by a puzzler that's going to be called, erm... I don't know how to tell you this. Er, okay – it's *Soup Trek: The Search For Stock.*

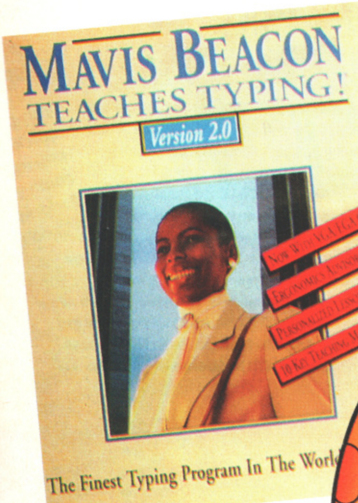

...and that the football, it has robbed him of the wee bit sense he had.


Hey, it's *Soccer Kid*. You know they say he's football crazy, he's football mad...

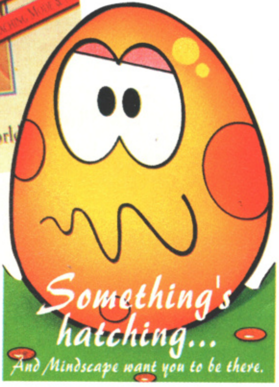
MINDSCAPE

Mindscape now have *Alfred Chicken* ready for preview (see page 23 of this issue for the full story).

Said chicken decorated the hit T-shirt of the show – everywhere you looked somebody had the slogan "I've been laid by Alfred Chicken" across their chest. Later in the year we're also expecting *Sim Life*, *Mavis Beacon Teaches Typing* and *Mario Is Missing*.



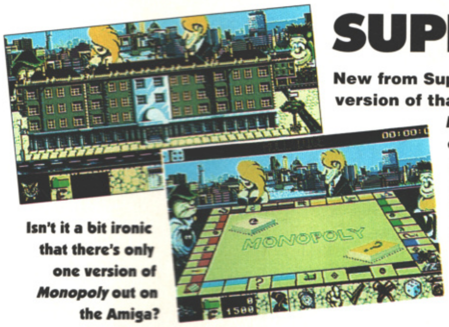
Mavis Beacon's typing skills shine like an er... beacon. And soon she'll be sharing them with you.


Something's hatching...
And Mindscape want you to be there.

Like most birds, *Alfred Chicken* began life as an egg. In a publicity campaign. On the Game Boy.

SUPERVISION

New from Supervision is the definitive Amiga version of that good old family favourite, *Monopoly*. Jam-packed full of cartoony pictures of hotels and stuff, it's the sport of desirable London property-trading brought to colourful and exciting life right there on your screen. Further traditional-style board-game licences are mooted, so keep 'em peeled...

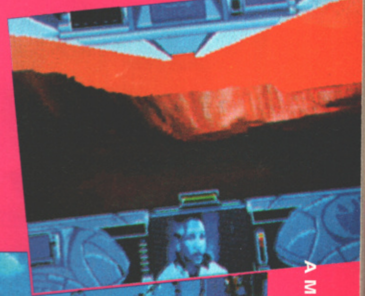


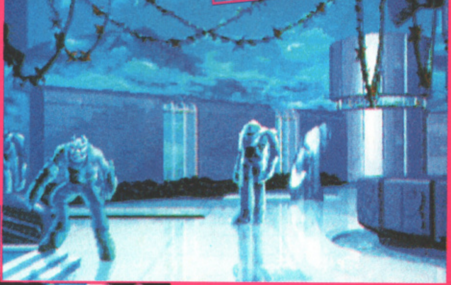
Isn't it a bit ironic that there's only one version of *Monopoly* out on the Amiga?

CYBERDREAMS

Over at the Cyberdreams stand we were sat down and told all about the ready-real-soon-now *CyberRace*. It's a racing game that's also a war game, with graphics by Syd Mead who – stop me if you've heard this before – helped in the design of films like Blade Runner, 2010, Aliens and Short Circuit . Sometime in the future, two tribes are fighting against one another and war takes the form of a race. So the hero, the chap you control, is racing and fighting for his love and his tribe.

When designing the game, Cyberdreams visited a space centre in Los Angeles and acquired detailed photos of the terrain of various planets. So you can actually race over real planetary surfaces. Sort of. We also admired the packaging, which is kind of 3D and comes with a metal model of the ship you race in. Coo, eh? Also on the cards are *Dark Seed 2* and something called, somewhat intriguingly, *I Have No Mouth, And I Must Scream*, a sci-fi novel adaptation. Apparently.





You can race across bewitching landscapes, and battle hideous alien creatures. And all because... "Dad, can I have some money for a new shirt?" "Sure you can, son – there you go."

PSYGNOSIS

One company with loads of releases planned is Psygnosis. *Walker* is out on the A1200 soon, *Creepers* is imminent and coming up are *Prime Mover, Second Samurai, Dracula, Microcosm, Theatre Of Death* and *Innocent – Until Caught.*

INTERPLAY

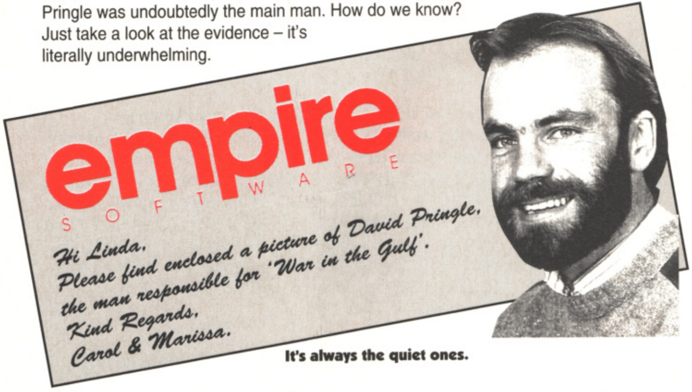
Interplay have a busy summer ahead too. They're currently working on three games: *The Lost Vikings*, *Star Trek* and *Castles 2*.

Lost: One Viking. Answers to Nordic war cries.

THE MAN RESPONSIBLE FOR WAR IN THE GULF

The Gulf War – who played the leading parts? Saddam Hussein seemed like quite an important character, Norman Schwarzkopf had a fair bit to do with it and George Bush popped up on telly quite a lot.

But none of these people are the man we're looking for, 'cos David Pringle was undoubtedly the main man. How do we know? Just take a look at the evidence – it's literally underwhelming.



empire SOFTWARE

Hi Linda,
Please find enclosed a picture of David Pringle,
the man responsible for 'War in the Gulf'.
Kind Regards,
Carol & Marissa.

It's always the quiet ones.

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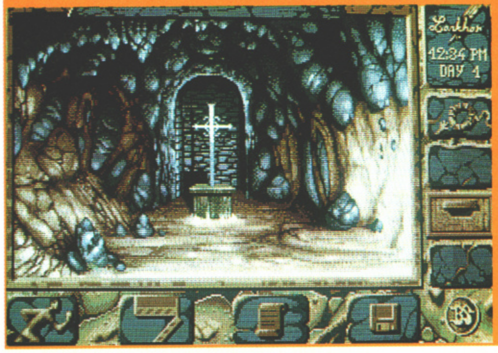
BLACK SECT

It's here – the first French adventure game to take place on the Yorkshire Moors! We should have a review next month, but for now we'll entertain you (and ourselves) by giving you a swift plot rundown. Are you ready? Okay, your grandfather is found murdered at his home in Hobsdale and the spell book that protected the village from wicked magic has been stolen. Obviously with the book gone, the village is open to the fear and the terror. In no time at all, the Yorkshire Moors are infested by the Black Sect. And guess what? It's your job to avenge your granddaddy's death by destroying them. Spook. Gawp at the screenshots and watch out for the review.

Above: These 'supermodels' are just skin and bone.



Left: No, I reserved a *double* room with a bath.

NEW BOYS IN TOWN

Coming soon to a store near you is the A4000 030 – just £999 for a super-powerful new Amiga with a built-in 80Mb hard disk drive. Similar in many ways to the A4000 040, the main difference is in its more economical 68030 chip. It's even faster than the A1200, yet is cheaper than the top-of-the-morning A4000 040. Coo, eh?

Now you know us – here at AP we're not very technically minded and the ins and outs of chips and megabytes are completely beyond us. But what we do understand is that there's a new Amiga in town which is all ye on earth know and all ye need to know.

Rumour has it that Commodore are also about to release the Amiga CD which will replace the existing CDTV system. It's thought that the machine will be ready in time for Christmas and that some software publishers are already getting on with designing Amiga CD games. Hurrah, eh?

A SOLUTION TO INCOMPATIBILITY

Daniel Kendall of Bradford has written in to us with a solution to any game compatibility problems you A1200 owners might be having. To get more of your 500 and 600 games to work on the 1200, simply do the following:

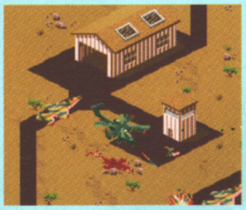
- Reset the computer before the purple screen re-appears
- Hold down both mouse buttons until a grey screen appears
- Go to 'boot options'
- Click on 'disable CPU caches'
- Go to 'use'
- Go to 'display options' and change chip type to 'original chip type'
- Go to 'use' and click on 'boot'

If any games still refuse to work, try doing the above and then using the 1.3 Kickstart disk. You'll have to follow the same procedure every time you reset the computer and want to use 'incompatible' software.

Just one of the many 500/600 games that will work on your lovely new 1200 if you follow our step-by-step guide.

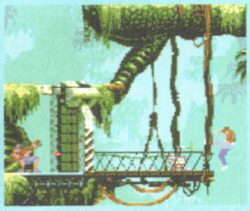
AMIGA POWER RECOMMENDS

Well, for one reason or another, there STILL doesn't seem to be many games around, but luckily, what there is – is nearly all great...



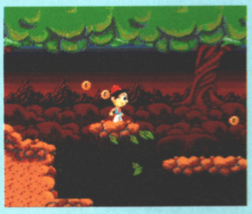
DESERT STRIKE (ELECTRONIC ARTS)

Consoles? Who needs 'em? The Amiga version of *Desert Strike* kicks sand in the face of both the Mega Drive and SNES incarnations, by virtue of meatier explosions, butch-ier sound and more colourful graphics (even if everything still seems to be yellow). It's an awesome game aside from all that, though – you get so much freedom within the mission set-up that it's never the same twice, which is something you can't say about most shoot-'em-ups these days (or any days). Even Linda likes this, and she's a girl. *(You're fired. – Ed)*



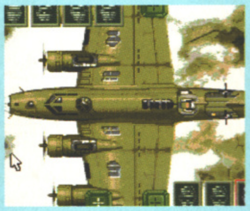
FLASHBACK (GOLD/DELPHINE)

Wow. No, really, wow. It's just so... wow. The thing about *Flashback* is – wow. Like, obviously, the graphics – wow. But it's not just those, there's... wow. Wow. I'm really sorry about this (wow), but I can't help it. Wow. 'Animation' seems so inadequate a word. Wow, wow, wow. Actually, 'wow' seems fairly inadequate too, but it's going to have to do for now. Wow. Wowey wowey wowey wow wow. Great gameplay, decent lifespan this time around, nice music and everything, but mostly... wow.



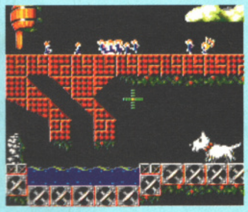
ARABIAN NIGHTS (KRISALIS)

There's been a bit of a lull in the Platform Game Wars of late, but Krisalis have really re-opened hostilities with this corker. It's pretty, it's fast, it's got some originality and imagination, there's a cute central character *(No! You're kidding! – Bruce Forsyth)* and there's, er, a slippy-slidey ice world. Damn. I HATE slippy-slidey ice worlds. Hate hate hate hate hate hate HATE. Ahem. Still, nothing's perfect, so I guess it would seem that 'lovable puzzley platform charmer' will have to be good enough for now.



B17 (MICROPROSE)

Despite some appalling oversights and let-downs (like, how come when you're in the top turret and you swivel your guns round so you're pointing at your own tail and then fire, it doesn't shoot the tail off?), this is a comprehensive and tension-packed flight sim with a difference – you don't just have to be the pilot, you have to do everything else as well. It's not fast-moving in a frame-rate kind of way (although it's far from being actually slow), but in the heat of the action you won't have time to take a breath.



LEMMINGS 2 (PSYGNOSIS)

Look, if anyone's got the faintest idea how to do Outdoor World Four ('Deliverance') without losing any lems, could they just write in and tell us, please?

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1. The vouchers only apply to games priced over £20.
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3. There is no rule 3.

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3 WALKER
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4 DARKSEED
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Dave Green explains a world of evil.

5 HISTORY LINE
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Win WW1 with Winstanley, Mark.

6 TOM LANDRY FOOTBALL
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7 DESERT STRIKE
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8 FLASHBACK
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AMIGA POWER PENGUIN GALLUP CHARTS TOP 30

CHARTS
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ELSPA
PENGUIN

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1 (7) **BODY BLOWS** Team 17 £26.99 ★★★★★

2 (9) **THE CHAOS ENGINE** Renegade/Mindscape £25.99 ★★★★★

3 (3) **ALIEN BREED: SPECIAL EDITION '92** Team 17 £10.99 ★★★★

4 (1) **LEMMINGS 2** Psygnosis £29.99 ★★★★★

5 (NE) **B17 FLYING FORTRESS** Microprose £34.99 ★★★★

6 (4) **PREMIER MANAGER** Gremlin £25.99 ★★★★

7 (6) **SENSIBLE SOCCER '92/93** Renegade/Mindscape £25.99 ★★★★★

8 (13) **FIRST DIVISION MANAGER** Code Masters £7.99 ★★★★

9 (NE) **SUPERFROG** Team 17 £26.99 ★★★

10 (2) **SLEEPWALKER – COMIC RELIEF** Ocean £25.99 ★★★★

11 (15) **HISTORY LINE 1914-1918** Blue Byte £34.99 ★★★★★

12 (5) **STREET FIGHTER 2** US Gold £27.99 ★★★

13 (16) **TRIVIAL PURSUIT** Hit Squad £7.99 ★★

14 (12) **DIZZY: PRINCE OF THE YOLKFOLK** Code Masters £7.99 ★★★

15 (11) **F16 COMBAT PILOT** Action 16 £9.99 ★★★

16 (NE) **RBI 2** Hit Squad £7.99 ★★

17 (10) **JAMES POND** GBH £7.99 ★★★

18 (21) **TERMINATOR 2** Hit Squad £7.99 ★

19 (24) **SPELLBOUND DIZZY** Code Masters £7.99 ★★★

20 (14) **HERO QUEST** GBH £9.99 ★★★★★

21 (27) **SEUCK** GBH £9.99 ★★★

22 (22) **PRINCE OF PERSIA** Hit Squad £7.99 ★★★★

23 (NE) **TEST DRIVE 2** Hit Squad £7.99 ★★★

24 (RE) **FORMULA 1 GRAND PRIX** Microprose £34.99 ★★★★★

25 (RE) **LOTUS TURBO CHALLENGE** GBH £9.99 ★★★★★

26 (22) **INDIANA JONES: GRAPHIC ADVENTURE** Kixx XL £14.99 ★★★★★

27 (NE) **JACK NICKLAUS GOLF** Hit Squad £7.99 ★★★

28 (19) **WING COMMANDER** Origin/Mindscape £34.99 ★★★

29 (NE) **ABANDONED PLACES 2** Ice Ltd £34.99 ★★★

30 (NE) **JOHN MADDEN AMERICAN FOOTBALL** Electronic Arts £29.99 ★★★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full pricers together, games are rated in stars, and they're still sponsored by Penguin!

The Top 5s are laid out as follows: Game, publisher, price, AMIGA POWER star rating and position in the Top 100.

TOP 5 OLD, OLD TIMERS

Big-budget, high-profile releases often splash into the charts impressively and then bomb out, but some humbler titles remain best-sellers. These were in the Top Ten list way back in November last year, when staff writers Tim and Mark were still swelling the ranks of the unemployed...

1 **SENSIBLE SOCCER** Renegade/Mindscape £25.99 ★★★★★ (7)

2 **F16 COMBAT PILOT** Action 16 £9.99 ★★★ (15)

3 **JAMES POND** GBH £7.99 ★★★ (17)

4 **SEUCK** GBH £9.99 ★★★ (21)

5 **FORMULA 1 GRAND PRIX** Microprose £34.99 ★★★★★ (24)

No, Mr Pond – I expect you to swim.

TOP 5 ALL-AMERICAN GAMES

And look who's topping this charts. Who could sum up the American Dream better than a heavily accented, muscular Austrian who dreams of rising from his inclined weights bench to be President of the US of A? A whip-cracking, arab-shooting archeologist, perhaps?

1 **TERMINATOR 2** Hit Squad £7.99 ★ (18)

2 **INDIANA JONES: GRAPHIC ADVENTURE** Kixx XL £14.99 ★★★★★ (26)

3 **JACK NICKLAUS GOLF** Hit Squad £7.99 ★★★ (27)

4 **JOHN MADDEN AMERICAN FOOTBALL** Electronic Arts £29.99 ★★★★★ (30)

5 **INDIANA JONES: FATE OF ATLANTIS** US Gold £37.99 ★★★★★ (31)

***John M:* close to the maddening crowd.**

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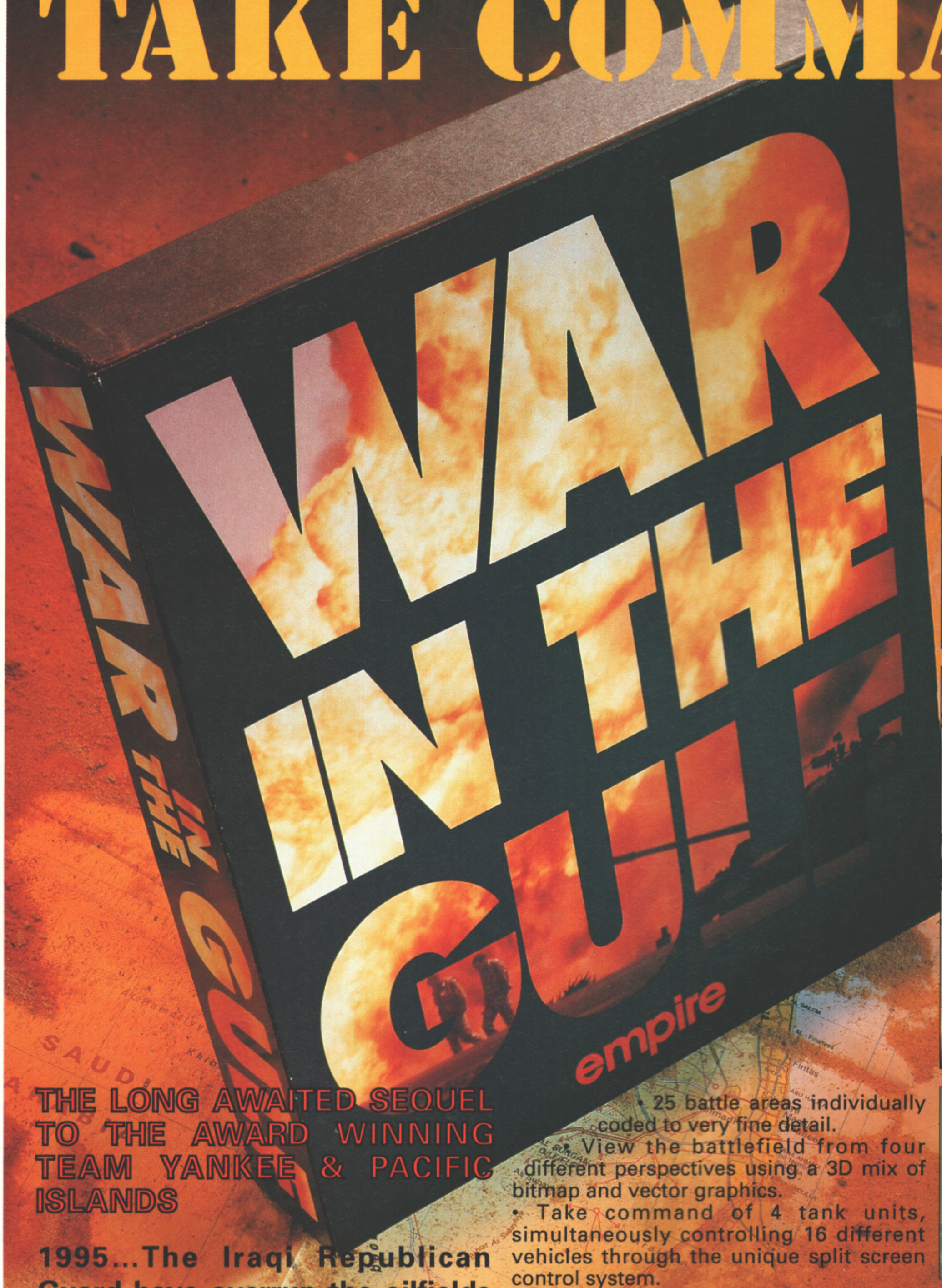
TAKE COMMAND



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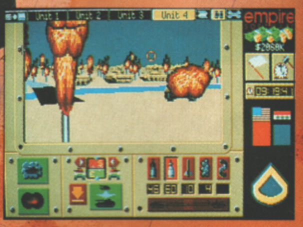

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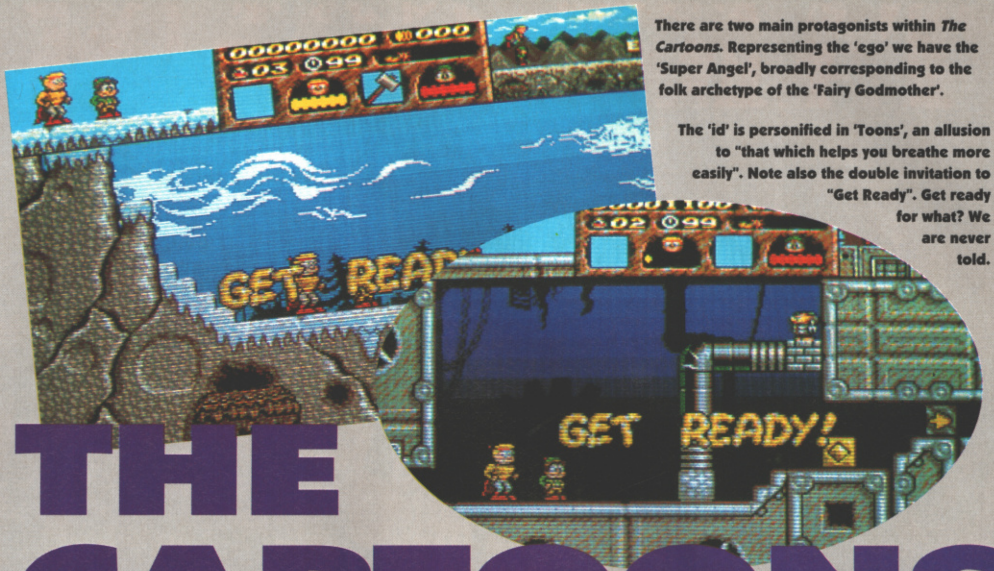
THE SHAPE OF THINGS TO COME

Dark shadows are looming on tomorrow's horizon. Kids! Don't try putting any of these in your refrigerator.



There are two main protagonists within *The Cartoons*. Representing the 'ego' we have the 'Super Angel', broadly corresponding to the folk archetype of the 'Fairy Godmother'.

The 'id' is personified in 'Toons', an allusion to "that which helps you breathe more easily". Note also the double invitation to "Get Ready". Get ready for what? We are never told.

THE CARTOONS

Game: The Cartoons
Publisher: Loriciel
ETA: Next month

Briefly: Super Angel and Toons are *The Cartoons.* They're also cousins, best friends and animated characters with a mission. Y'see, the Monsters (cue eek) *(Eek! – Ed)* have stolen six magic rings. In order to retrieve the rings, Super Angel and Toons have to race around, ooh, 21 levels solving puzzles, hitting naughty things, buying good things and finding the bonus levels. Hurrah!

The teacher talks: Two of the most important things to consider in any form of cultural expression are the theories of 'the other' and 'the carnivalesque'. It is the latter that we will be concentrating on today, as its application to cartoons is immense.

The term 'carnivalesque' describes an event, or series of events, in which society's morals and basic guiding principles are turned upside-down. Perhaps the easiest way to explain is via the traditional medium of the pantomime. On the pantomime stage everything is topsy turvy – the hero is a girl dressed up as a boy, the stepmother and the ugly sisters are men dressed up as women. If, in normal life, the roles were reversed in this way then the main characters would be frowned upon. But on stage this is allowed. *(Linda? Linda? Earth calling Linda... – Stuart)*

In cartoons, the same applies. The characters run around inflicting all sorts of grievous damage upon one another, but nothing is final. Thus our friends Mr B Bunny, Mr D Duck and Mr S Cat can have their fur/wings singed, their heads flattened and their eyelids burnt off... yet in the very next frame they'll be back, large as life and healthy as a ladybird. But in real life, should you ever try anything you see in a cartoon, you'll be locked up quicker than you can say 'Meep meep'.

Similarly, cartoon characters are technically outside the censure of...

The creator speaks: Look, can I tell you something about the game now? Yes? Okay, right, where was I? Well, it's an arcade/ strategy concept and it's going to be great. We're really proud of the two 'Cartoons' – they've got such character. You'll love the little Toons, he's so sweet. He's so helpless that he can't survive without the help of the bigger Super Angel. And it's such a busy game (sort of a bit like *Builderland*, but lots, lots better) – as well as killing things you've also got to collect all the bonuses and objects that you find along the way. To make things a little more complicated, these objects can only be used by one or other of the two Cartoons – so you can't just pick up something and use it.

Well, you can if it's suited to the character who picked it up. If you see what I mean...

The teacher butts in again: Hey, can I carry on now?

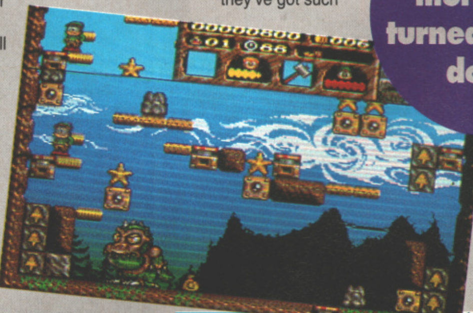
The creator speaks: No. I'm sorry but I don't see how you can. You didn't even mention Roland Barthe's seminal work, Mythologies.

Barthe's very first essay is all about the theory of carnival and its relation to the wrestling ring. You should have included a bit about that in the intro. Honestly.

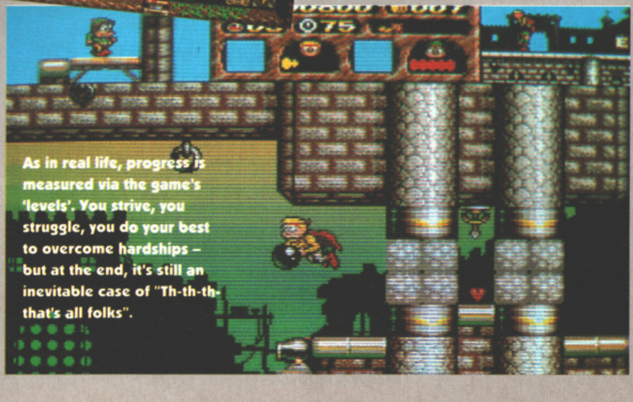
The teacher talks: Look, I knew that. I just didn't have room, alright?

● *LINDA BARKER*

> "Society's morals are turned upside-down"

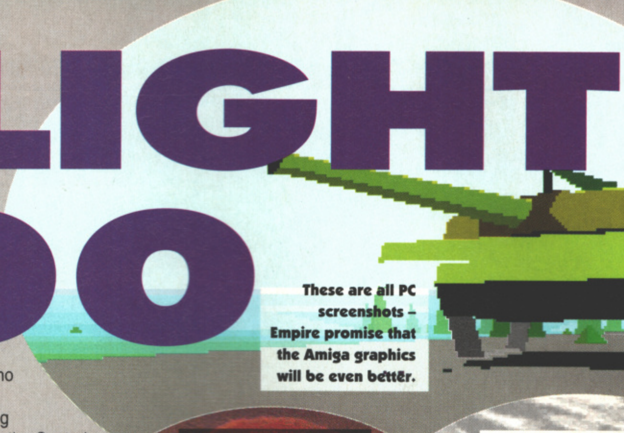


Bonuses and objects must be collected – a scathing critique of 20th Century materialism. Or is it?



As in real life, progress is measured via the game's 'levels'. You strive, you struggle, you do your best to overcome hardships – but at the end, it's still an inevitable case of "Th-th-th-that's all folks".

TWILIGHT 2000



These are all PC screenshots – Empire promise that the Amiga graphics will be even better.

Game: Twilight 2000
Publisher: Empire
Authors: John Jones-Steele, Wynford Davies, Glynn Williams
ETA: August

Briefly: Before RPGs commonly meant those on computers, they were played with masses of paper and dice, and involved actual social contact with other human beings *(Well, as good as... – Ed)*. *Twilight 2000* was one such game, concerned with a leaderless Europe after a limited nuclear exchange. How would society change, who would take power, and what would all the NATO and Warsaw Pact soldiers do now that their commanders had been reduced to radioactive dust floating in the ionosphere? In the computer version, some of these questions are answered, as you take control of a team of good guys battling for control of Poland.

The creator speaks: Empire are responsible for all manner of tank games, from *Team Yankee* to the upcoming *War In The Gulf*, so it comes as no surprise that a large part of *Twilight 2000* involves driving oversized Tonka toys across the Central Plains. The pencil-and-paper version of the game was designed by Marc Miller, who also got involved in working out this scenario, so expect a gripping yarn, games fans. You control a band of Krakow-based soldiers, who've decided to take on the evil Baron Czarny and his sinister Black Legion that currently control the country.

I talked to Empire's Rik Yapp, who was quick to point out that this isn't a straight conversion of the PC version, which came out last year to mixed reviews. "The Amiga version has a superior screen update compared to the original (which was a tad jerky) and on the A1200 especially is a lot smoother. The whole game's faster now, and supports 256-colour mode, so that's one up for the Amiga over the PC." Now there's something you don't hear every day.

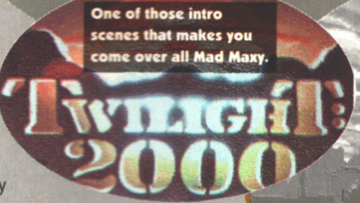
The game's split into two parts. First there's an isometric 3D section where individual characters walk around towns and countryside, encountering friends and foe alike. Secondly there's a 3D tank simulation, where you can drive eight different vehicles, from armoured Hum-Vee jeeps to M1A1 tanks, all over the place. One of the criticisms with the PC version was that the amount of hardware confused the gameplay, but Rik seemed surprised that I'd dared to mention this. "Having loads of different weapons isn't normally seen as a disadvantage by role-playing or military enthusiasts. It's a very subjective point – we like lots of weapons and I'm sure that if you asked yourself, deep down, you like them too." Well, yes I do, and not even 'deep down'. Ask any AP team member and they'll be more than pleased to tell you about my so-called 'gun fetish'.

Empire reckons these are their most sophisticated tank graphics yet, with separate views for the gunners and drivers, and detailed displays of the scenery. "Many of the missions you go on are similar, but in any role-playing or military simulation, there's inevitably a certain amount of common ground between some games. Also the adventure isn't as linear as many RPGs – it's more like a tree structure. The further you get in, the more options open out to you, the more vehicles you can drive, and the more differing options become available."

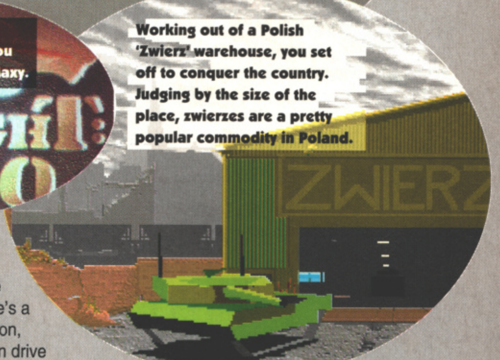
"We like lots of weapons and I'm sure you do too"

Verdict so far: As a general rule, I've found that games that try and combine two genres never seem to manage either of them as well as genre-specific versions. For example, *Transarctica* tries to be both a management game and an adventure game, and doesn't really work on either level. This could well be the case here, although, in their favour, Empire have had plenty of time to improve on last year's PC release. It's also good to see that they're giving the A1200 the sort of support that's often promised but rarely delivered. And finally, when it comes to tank warfare, these guys really know their stuff, so here's hoping for a good 'un.

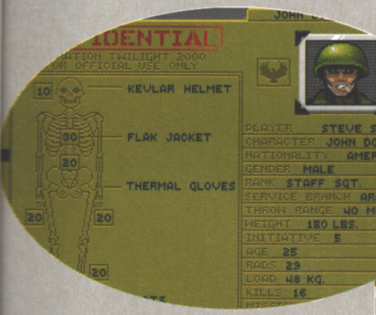
● ***MARK WINSTANLEY***



One of those intro scenes that makes you come over all Mad Maxy.

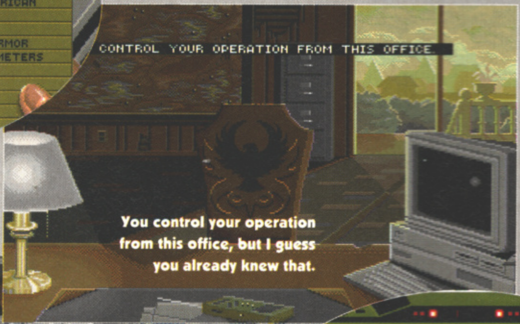


Working out of a Polish 'Zwierz' warehouse, you set off to conquer the country. Judging by the size of the place, zwierzes are a pretty popular commodity in Poland.



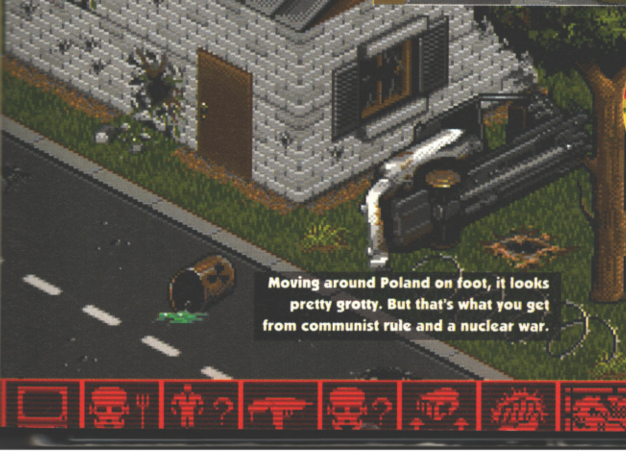
PLAYER STEVE SUHY
CHARACTER JOHN DOE
NATIONALITY AMERICAN
GENDER MALE
RANK STAFF SGT.
SERVICE BRANCH ARMOR
THROW RANGE 40 METERS
WEIGHT 180 LBS.
INITIATIVE 5
AGE 25
RADS 29
LOAD 48 KG.
KILLS 16

Despite his impressive service record, John had to be discharged due to his chronic anorexia nervosa.

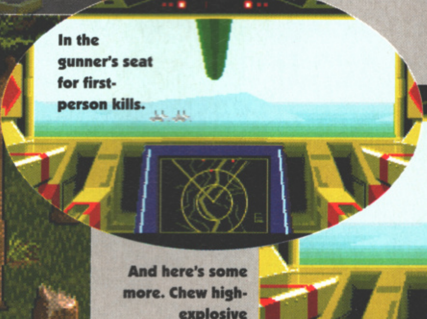


CONTROL YOUR OPERATION FROM THIS OFFICE.

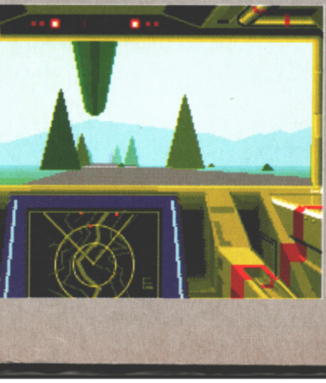
You control your operation from this office, but I guess you already knew that.



Moving around Poland on foot, it looks pretty grotty. But that's what you get from communist rule and a nuclear war.



In the gunner's seat for first-person kills.



And here's some more. Chew high-explosive ordnance, you commie pine tree.

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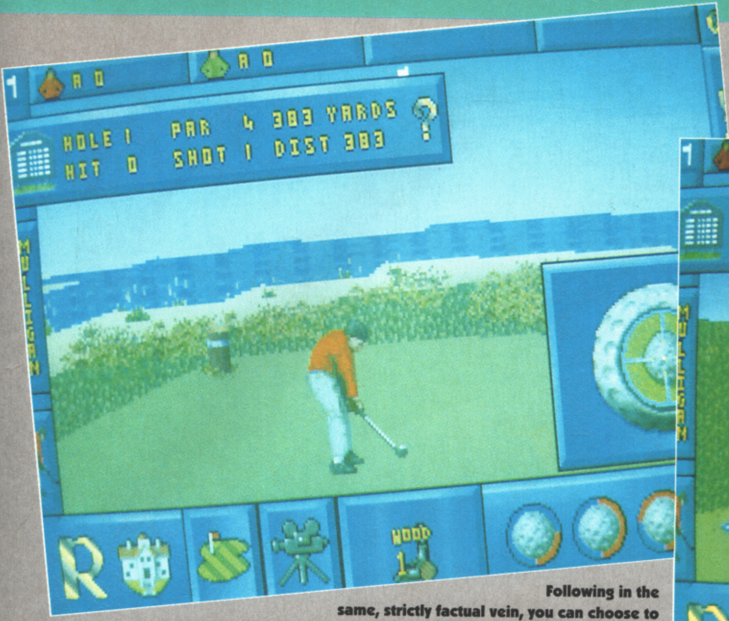
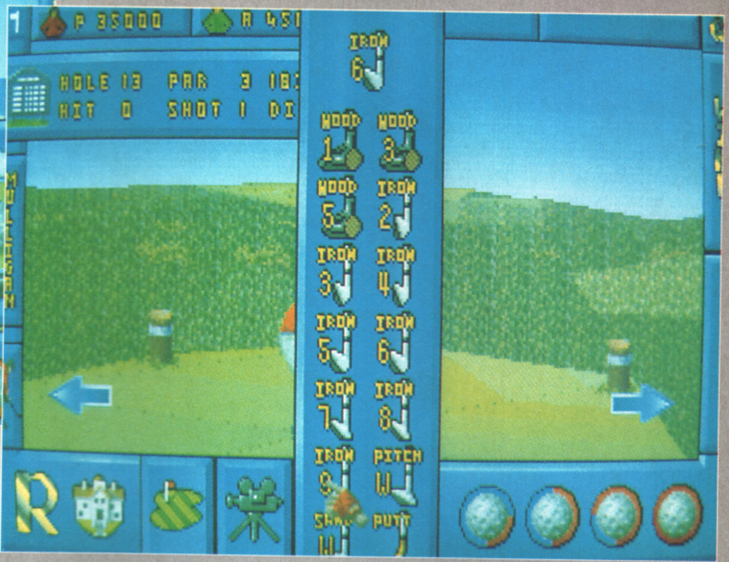


Following in the same, strictly factual vein, you can choose to hook, slice, chip, etc by moving the sight on the bottom right corner. Choosing the wrong club results in the sight wobbling, messing up your shot.

Hey-ho, let's start off with a seriously informative and factual caption – none of those witty, irreverent throwaway gags here, no way. Not this time. Just the facts. What you're looking at here is the club select options screen.



INTERNATIONAL GOLF CH'SHIP

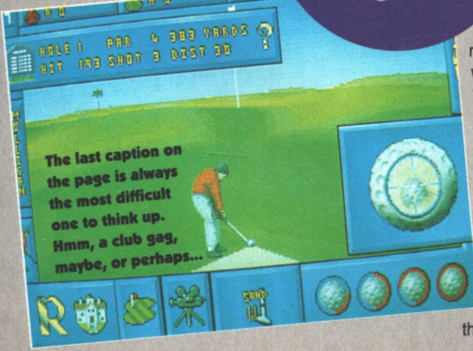
Game: International Golf Championship
Publisher: Ocean
Authors: Martin Lyons, Dave Harrison (programming), Tony Meridith (art), Mike Anderton (music)
ETA: TBA

Briefly: Well, it's quite obviously a golf game. Isn't it?

The creator speaks: I phoned up Tony Meridith at the Really Interesting Software Company (RISC) but he was out, I dunno, down the shops or something. Anyway, he phoned me back later. So that's alright then. Using all my considerably insubstantial journalistic powers, I'd planned to whip him up into an indignant and furious frenzy by telling him that we'd all been really impressed by *Nick Faldo's Championship Golf*, and we couldn't see how anyone (not even the Really Interesting Software Company) could improve on it.

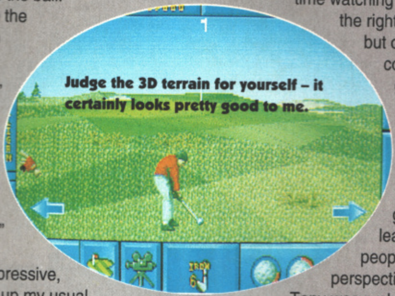
This approach was a complete non-starter though, partly due to Tony sounding so relaxed that it was scary, but mainly due to his impressive belief in the worthiness of the team and their product. "We've taken a completely different approach from *Nick Faldo's*, and spent a lot of time perfecting a believable 3D terrain," Tony told me, as I furiously tried to find a biro that worked. "We've been working on this game off and on for about a year now, and much of the initial work was on designing a 3D terrain engine. Obviously, we've been improving it as we went along, and we're confident that we'll be able to use it in many other 3D games in the future. What this means to the player is that the game can be played from all manner of views, and that you actually move through the terrain rather than jumping from one position to another. The game can be viewed from the standard 'behind the golfer' perspective, and also from the spectator's view. There's even an option to track the path of the ball."

"We have spent a lot of time watching real golfers"



The last caption on the page is always the most difficult one to think up. Hmm, a club gag, maybe, or perhaps...

Sort of like the views you get in flight simulator games? I asked, desperate to break up this long passage of dialogue into more manageable segments. "Yes," he replied.



Judge the 3D terrain for yourself – it certainly looks pretty good to me.

Sounds impressive, thought I, taking up my usual 40 percent of available office space (but I can't help being tall). But what sort of detail does this wonderful world appear in? "In the PC version, it's full Gouraud shading *(which, in graphic terms, is a Very Good Thing indeed. – Ed)* but on the A1200 version that'll be coming out before the standard Amiga version, it won't be quite up to that standard. It will, however, show up bumps and dips in the green that can affect your putting." Wow, well I'm convinced, if you can look at the lie of the land, then that should be good enough for everyone. What more could you ask for – virtual grass and litter?

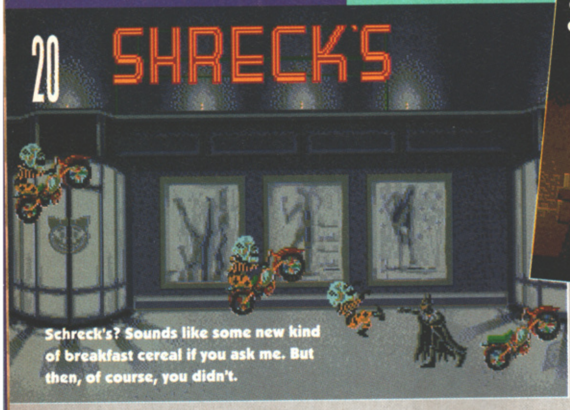
I was a bit disappointed to find that none of the programming team were great golfing fans, because it's always good to drop in little 'and finally...' facts such as the graphics guy having a handicap of twelve, or the programmers having played a few holes with Tarby. But they haven't, which is a shame. Tony: "We have spent a lot of time watching real golfers to get the right feel of the game, but our only real contacts with the game have come about since we started working on this project."

I thanked him and said my goodbyes, leaving different people with different perspectives of the event. Tony was probably quite glad that he didn't have to talk to such a lanky kid any more, while I came away a little wiser about the ways of golf and programming. And BT? Well, they coined it in, as usual. I'll fax the programmers next time, I think. It's cheaper.

Verdict so far: Love golf or hate golf, you certainly can't play it for real in the confines of your average bathroom. Well, not without breaking a few mirrors, or having to take a couple of difficult chip shots off the bidet. RISC seem to be living up to their name and producing some really interesting stuff, so maybe this is the game that'll get those frustrated urban putters all hot and bothered under their ludicrously checked slacks.

● *MARK WINSTANLEY*

BATMAN RETURNS



Schreck's? Sounds like some new kind of breakfast cereal if you ask me. But then, of course, you didn't.

Ooh, it's all so Gothic, isn't it?

Game: Batman Returns
Publisher: Konami
Authors: Denton Designs
ETA: TBA

Briefly: With *Frontier* still dragging its heels, it looks like Konami's grand entrance into the world of Amiga games is going to be heralded by a movie licence. But hey, what a movie licence. Last summer's big name, the film got mixed critical reactions for its convoluted plot, but as with the previous Batman, nobody had any complaints about the grand Gotham City backdrop the action was played out against. How clever, then, of the folks at Denton Designs to pinpoint that very fact, and to make sure that their conversion from big screen to monitor screen wasn't short on atmospheric drama.

The creators speak: What on *Earth* am I getting at, you might be wondering. Well, the thing is, Denton Designs (having taken over the design and development of *Batman Returns* from Rage Software) are playing the less-than-revolutionary card of writing a movie licence game as a multi-level beat-'em-up. But *Batman Returns* will be a bit different from the usual movie licence beat-'em-up. Instead of taking the normal *Street Fighter 2/Final Fight* route and using sprites so enormous that you can only fit a couple of them on the screen at a time, Denton have used comparatively titchy characters which (a) allows lots more to be happening on-screen at any one time, and (b) is far more successful at capturing the wide-screen Gothic drama of the Dark Knight movies.

> "Different from the usual movie licence beat-'em-up"

The game will boast five levels of increasing difficulty, with Bats battling the bad dudes of the film. The horizontally-scrolling level one sees him taking on the Red Triangle gang to release Selina Kyle, while level two (another horizontal scroller) adds The Penguin and The Strong Man to the equation. Things change a little in the third and fourth levels, which take place on a series of buildings and rooftops which Bats clambers across in a multi-directional scrolling scenario, and involve the lovely Catwoman, then it's on to the decisive fifth level. This is split into three parts, and calls on old Bruce to rescue some kiddies from the Red Triangle gang's circus train, then to venture into the killer-penguin-robot-and-toxic-waste-infested sewers, and finally to enter the Arctic World of Penguins, where all the bosses (Max Schreck, Catwoman and The Penguin) reconvene for one last almighty ruck.

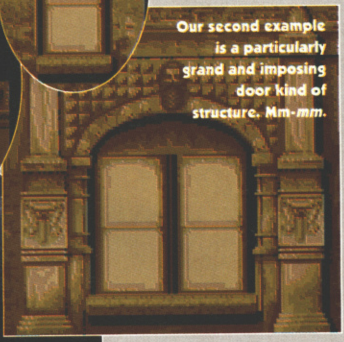
All the levels are linked by appropriately dramatic animated cameo sequences featuring all your favourite Bat-characters and Bat-equipment, and generally the whole thing looks as if it's going to be very very stylish. Well, that's what Denton Designs say, anyway, and I haven't currently got any reason to disagree with them.

Verdict so far: Well, as you might imagine, it's a bit difficult to tell from what there is, but *Batman Returns* promises a refreshingly different approach to the hackneyed old beat-'em-up cliches. Well, er, certainly a smaller approach to the hackneyed old beat-'em-up cliches. I'm looking forward to it with great interest, and I'm not joking either.

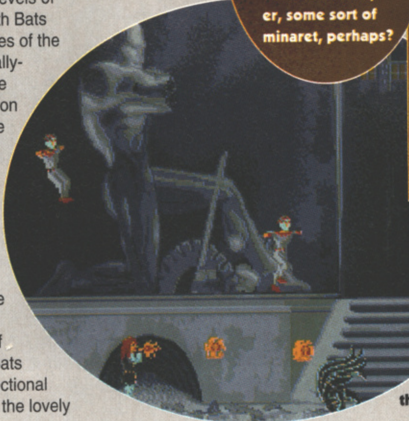
● *STUART CAMPBELL*

Um, right. This is going to be tricky. Architecture, eh? Don'tcha just love it? First up, a window.

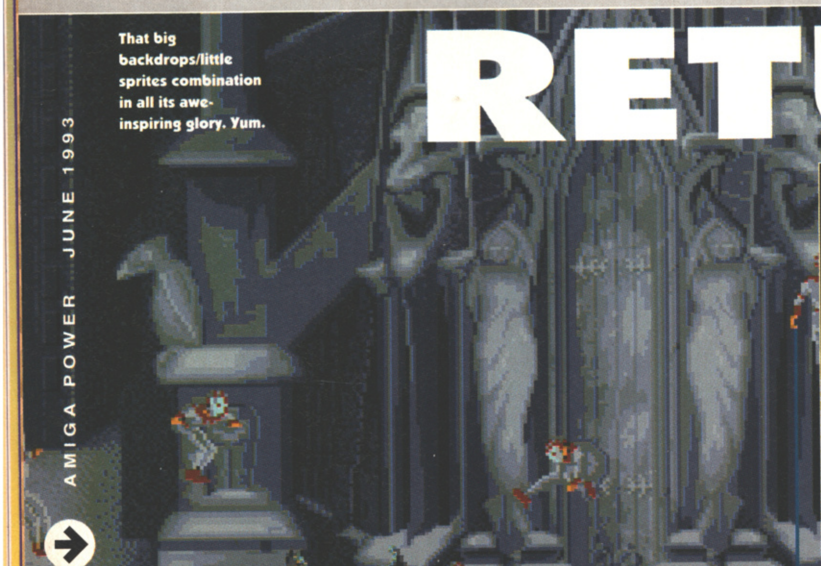
Then over here, er, some sort of minaret, perhaps?



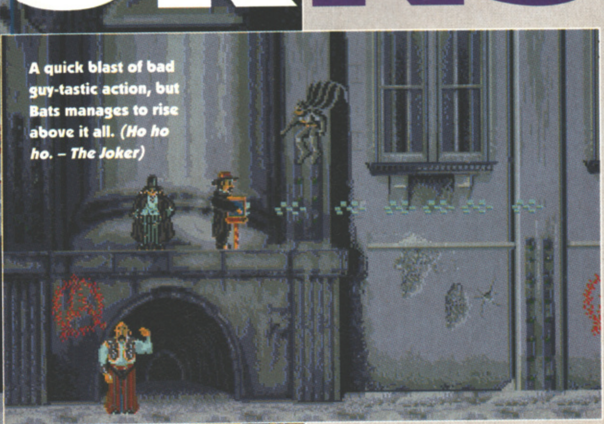
Our second example is a particularly grand and imposing door kind of structure. Mm-*mm*.



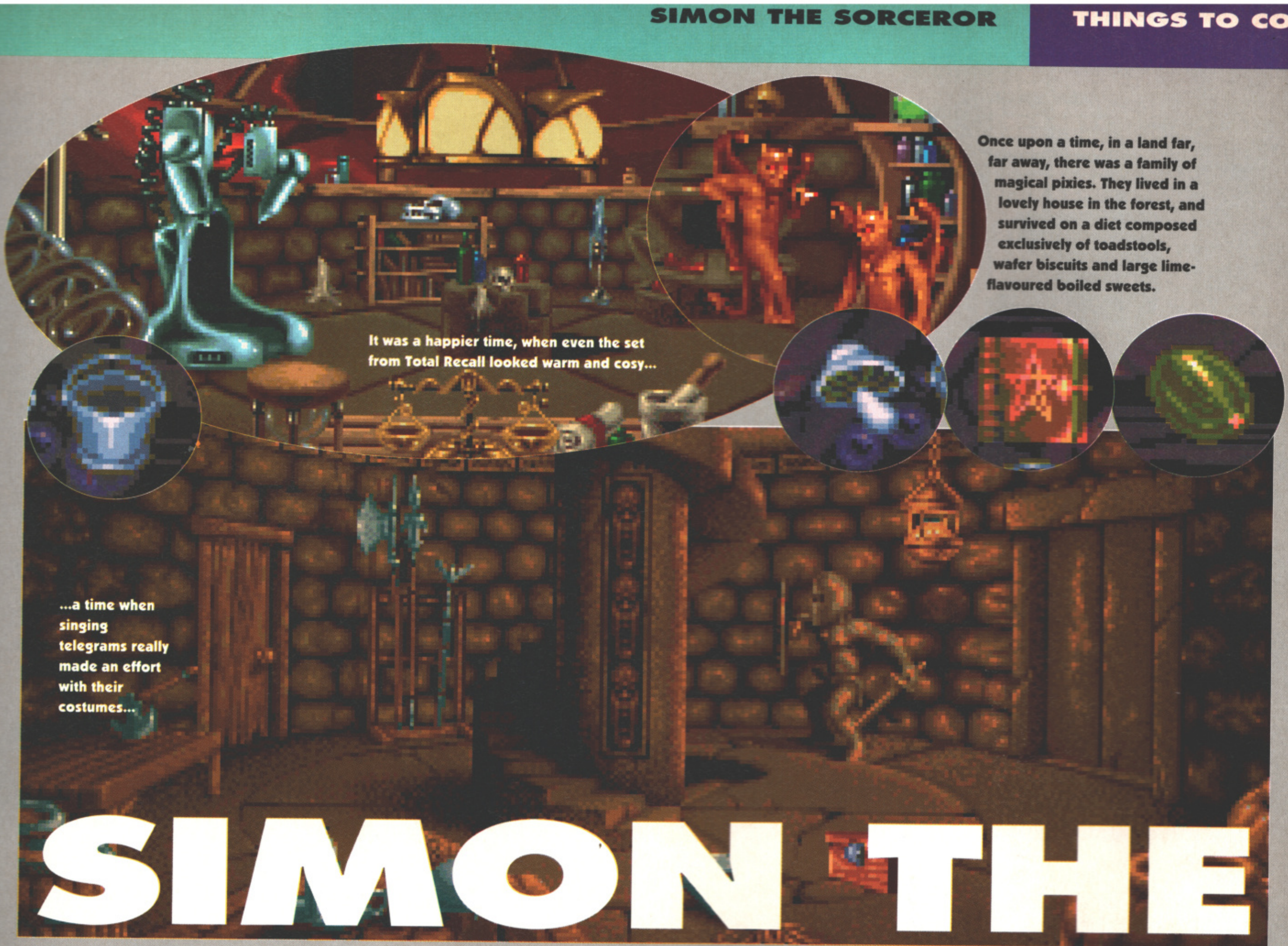
Now it's all really starting to happen. In this shot, we see some manner of large statue dude, posing manfully astride a cog with a large lever sticking up through his knee. Ooh, just count those Jungian metaphors, missus. I think that just might be Batman at the bottom, too.



That big backdrops/little sprites combination in all its awe-inspiring glory. Yum.



A quick blast of bad guy-tastic action, but Bats manages to rise above it all. *(Ho ho ho. – The Joker)*



Once upon a time, in a land far, far away, there was a family of magical pixies. They lived in a lovely house in the forest, and survived on a diet composed exclusively of toadstools, wafer biscuits and large lime-flavoured boiled sweets.

It was a happier time, when even the set from Total Recall looked warm and cosy...

...a time when singing telegrams really made an effort with their costumes...

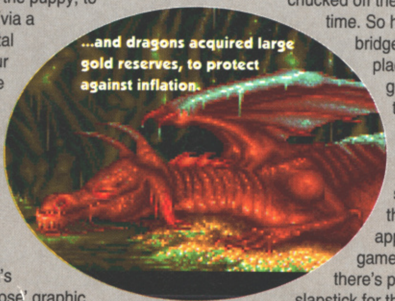
SIMON THE SORCEROR

Game: Simon The Sorceror
Publisher: Adventure Soft
Authors: Simon Woodroffe, Michael Woodroffe and Alan Bridgeman
ETA: September

Briefly: In this animated-graphic-fantasy-adventure, you play Simon, a young boy who acquires a magic book, triggers off a spell and gets transported, along with Blotch the puppy, to a different world (via a spinning disc portal sort of thing). Your task is to save the good wizard Calypso and, of course, have loads of exciting and magical adventures along the way.

The creator speaks: Yes, it's another one of 'those' graphic adventures – so how different is *Simon The Sorceror* going to be from other games of its ilk? "Well, as with any example of the genre, *Simon* shares general characteristics with games like *Monkey Island*. But what we're trying to do is create a more British/European focus to the game. I mean, *Monkey Island* was very funny but a lot of its humour was American-based. In *Simon* we've incorporated a lot of fairy tales and stuff that will appeal to the British and hopefully the European audience.

"For instance, there's a Three Billy Goats Gruff bit with a troll on a bridge. He's on strike 'cos he doesn't like being chucked off the bridge all the time. So he's on the bridge with his placard, and the goat's looking through the rule book to see if this is allowed. Obviously, something like that is going to appeal to the older gamesplayer, but there's plenty of slapstick for the younger ones. There're so many nice touches, but I suppose you want to know more about the gameplay?" Oh, go on then.



...and dragons acquired large gold reserves, to protect against inflation.

"Well, there are loads of puzzles to solve along the way, but we've tried not to make them too irrational. In a lot of these kind of games the puzzles are just so difficult. You know the sort of thing I mean – when you have to stick your finger in your ear and spin round three times in order to open a door. We've tried to make the puzzles in Simon a lot more logical. For example, the password to the dwarf mine is written on a stone outside the cave entrance." *(Cripes! I think you've said enough. – Ed)*

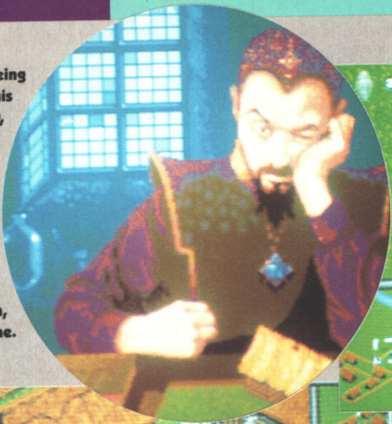
"We've also tried to make the Simon character a lot more accessible by means of the control panel. Everything you need is there on the screen – there's just 12 text commands and instead of having to type them in or scroll through a list you simply click on the command you want. So if you want Simon to go somewhere, you just click anywhere on the game screen and then choose the command 'walk to'. It's virtually foolproof. Likewise, instead of having a whole inventory screen, we've just got all the objects on the game screen. Using an object is as easy as clicking on the object and then choosing a command. That's all there is to it."

> "We've incorporated a lot of fairy tales and stuff"

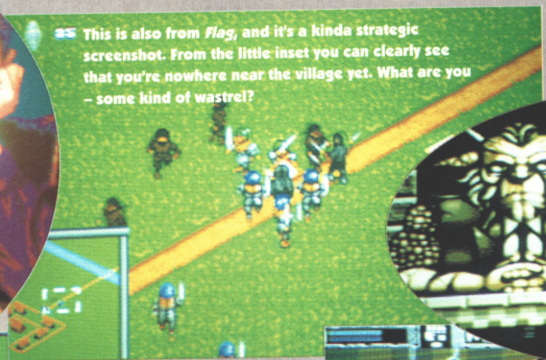
Hmm, how interesting. Now, you also claim that *Simon The Sorceror* has been written using something called 'Agos 2'. Can you tell us a little more about that? "Agos 2 is a new language that has been written especially for designing adventure/RPG kind of games. But it's also more than a language because it incorporates various utilities which do things like create data structures, compile other things and process graphics. But the most important thing about Agos 2 is that it makes the translation process (from computer language to English) so much easier. I could go into it further, but that's what it does basically."

Verdict so far: Hang on a minute, you've just simplified it 'cos you think we won't understand anything too complicated, haven't you? "Er... yes." Good, we hate it when things get all complicated and technical, but we do like the prospect of a beaut game and *Simon The Sorceror* looks like just that.

● ***LINDA BARKER***

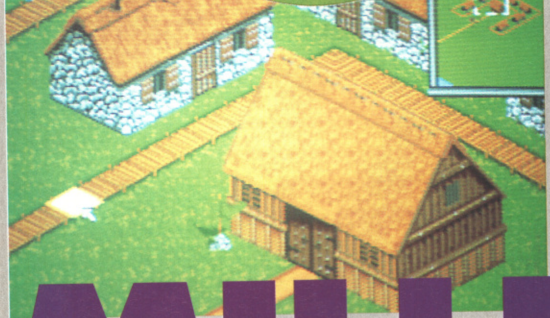


It's a hard life being a wizard. Take this chap from *Flag*, he doesn't look too happy, does he? That's probably because everybody expects him to know everything and he, erm, doesn't. Shame.

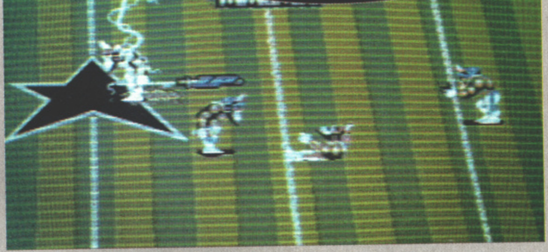


This is also from *Flag*, and it's a kinda strategic screenshot. From the little inset you can clearly see that you're nowhere near the village yet. What are you – some kind of wastrel?

***Beastball* is violent – you can tell this by the fact that this screen has monsters on it rather than cheerleaders.**

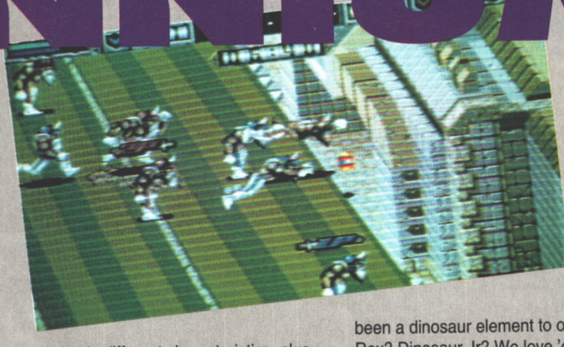


See that inset screen? That shows you where you're currently at. It really is all far too complicated to go into here.



For the gore-fiends amongst you, *Beastball* actually has a lot more blood than this screenshot's letting on.

MILLENNIUM



Goal-mouth action is so much more exciting when it involves the sundry ripping-off of limbs.

Games: Beastball, Diggers, Dinoworlds, Flag
Publisher: Millennium
Authors: Teque, Simon Cook, Ian Harling and more
ETA: June – November 1993

Briefly: After *James Pond 3*, Millennium have got four other titles coming up this year. *Flag* is a strategy game, so-titled 'cos the object is to seize your opponent's stockade and force them to lower their flag. *Diggers* is a strategy arcader where you co-ordinate diverse teams in order to become a bigwig mining executive with loads of pits to your name. The one/two-player *Beastball* is kinda like *Cyberball* or the Mega Drive game *Mutant League Football* in that it's based loosely on American Football and is played by androids with a particularly violent bent.

The creator speaks: These are all working titles at the moment – is much else (apart from the titles) going to change much? "No. The basic storyboards and the gameplay are pretty much sorted out. There'll probably be added touches, but nothing drastic." With the exception of *Beastball*, it sounds like a set of very complicated games. "Well, they do sound a bit complicated when you're just given a basic game outline. It's always hard to explain strategy games satisfactorily – you really do have to play a lot of them in order to really understand what's going on."

Beastball, on the other hand, is a lot easier to pick up – it's a very 'immediate' game, isn't it? "Yes, we think *Beastball* is going to be really good, as it appeals to both those players who like sports games and those who like the idea of really violent games. And because it's got a two-player mode and is so unfair, you can have a lot of fun."

Diggers and *Flag*, on the other hand, are very complex – these aren't games that you'll buy on Saturday and be bored with by Monday? "I should hope not! With *Diggers*, there are actually four races of diggers who have completely different characteristics, plus they can also make independent decisions. So it's all very involved. *Flag* is similar as each of the warlords (who you must challenge and defeat) have their own personalities, which means that each one must be dealt with in a different manner."

Dinoworlds has, surprise surprise, got quite a lot to do with dinosaurs. This is undoubtedly a good move as dinosaurs are renowned for their commercial qualities. (Got a brand of confectionery that isn't selling? Stick a dinosaur on the packet and it'll go like hot cakes!) Not that we're suggesting for a minute that *Dinoworlds* is merely cashing in on the dino craze. No! Here at AMIGA POWER we think dinosaurs are great – there's always been a dinosaur element to our music. (T-Rex? Dinosaur Jr? We love 'em.) Anyway, *Dinoworlds* has got a few of the beaut beasties in it, which is only fitting considering it's meant to be an "amazingly accurate depiction of what life was truly like millions of years ago". You play a T-Rex who must lead the other dinos in a journey north to escape extinction.

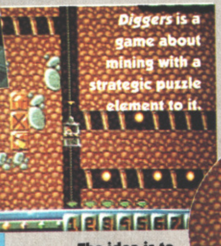
"There's a lot more to *Dinoworlds* than first meets the eye. It's a strategy-puzzler which you can play in three different ways – against the computer, against a friend or as a conquest. There are eight different breeds of dinosaurs to control and each dinosaur has a mind of its own, so it can be very difficult. But it's also an incredibly rewarding game."

> "There's always been a dinosaur element"

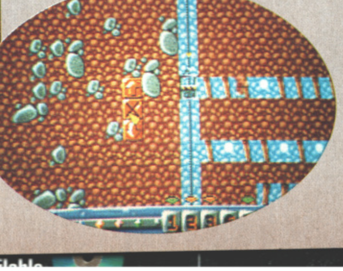
Verdict so far: At the moment it looks like *Beastball* will only be released on the 1200, and *Diggers* is coming first out on the 1200, followed by a 500/600 issue. *Flag* will be a 500/600 release only and *Dinoworlds* is to be put out on all Amiga formats. Watch out for them – it's going to be a busy year for Millennium.

● *LINDA BARKER*

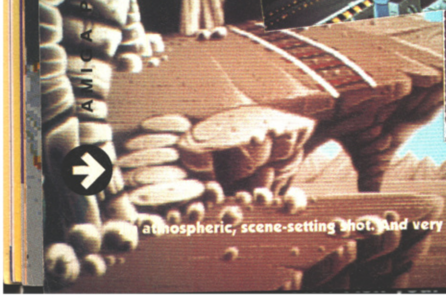
This chap may look like an alien. But he's not. He's a miner. Honest.



***Diggers* is a game about mining with a strategic puzzle element to it.**

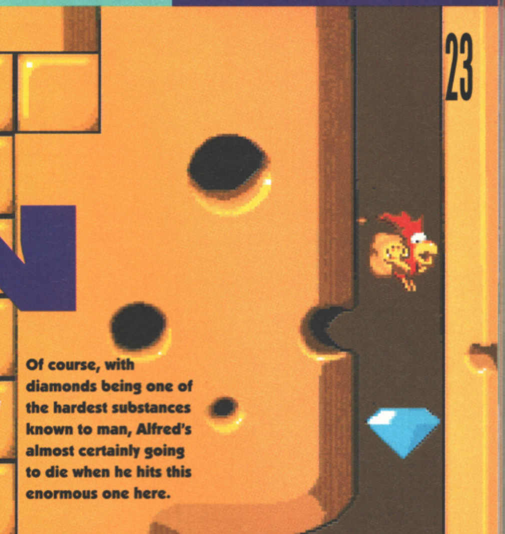


The idea is to dig great big tunnels and ruin everybody else's.

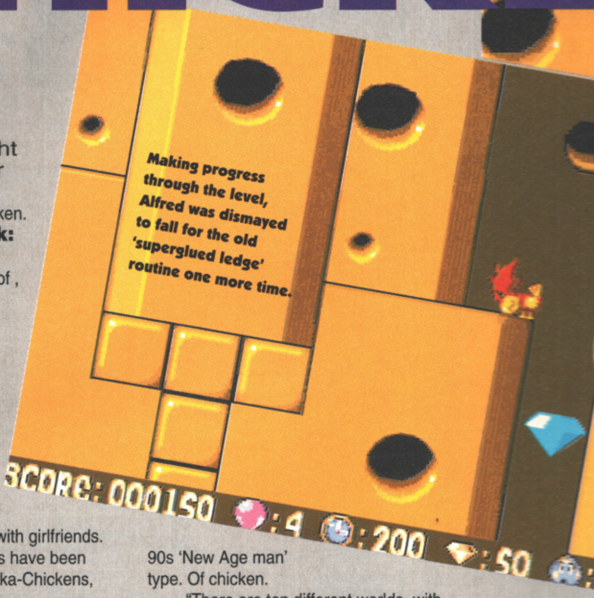


An atmospheric, scene-setting shot. And very nice it is too.

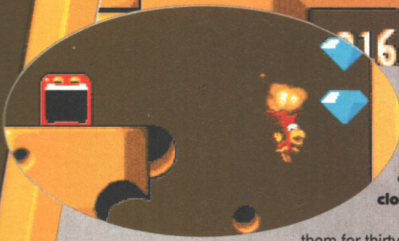
ALFRED CHICKEN



Of course, with diamonds being one of the hardest substances known to man, Alfred's almost certainly going to die when he hits this enormous one here.



Making progress through the level, Alfred was dismayed to fall for the old 'superglued ledge' routine one more time.



Depressed at the hostility of his environment, Alfred formed his own little storm cloud of unhappiness.

Game: Alfred Chicken
Publisher: Mindscape
Authors: Twilight
ETA: September

Briefly: Alfred is a chicken.
The creators speak: ...a bizarre, hybrid cross between the squawkings of , farm-yard poultry and Received Pronunciation English. No, not really, that's just my little joke. I talked to Mindscape's Mr Nice Guy, James Morris, who filled me in on the plot details without a hint of embarrassment, an impressive feat for a grown man when talking seriously about chickens with girlfriends.

"All of Alfred's friends have been eggnapped by the evil Meka-Chickens, and whisked off into their strange lair." Do you think the word 'whisk' was put in there as an extra omelette-related gag, or am I just reading too much into what people say these days? I wonder, but back to James. "Along with all of Alfred's mates, his girlfriend Floella has also been grabbed, but Alfred's not too bothered about getting her back, as she's just a girl." Oh dear, obviously Mr and Mrs Chicken didn't raise their boy properly, otherwise he'd have been a more caring, 90s 'New Age man' type. Of chicken.

> "There's Cheese World, Toy World, Wood World, and so on"

"There are ten different worlds, with two levels on each. The worlds are all themed, so there's Cheese World, Toy World, Wood World and so on. Alfred can collect diamonds and watering cans for extra points *(Really, who thinks these up? – Ed)* and has to comb each level to find balloons, which he pecks. Once he's burst the last balloon, he's transported to the next level."

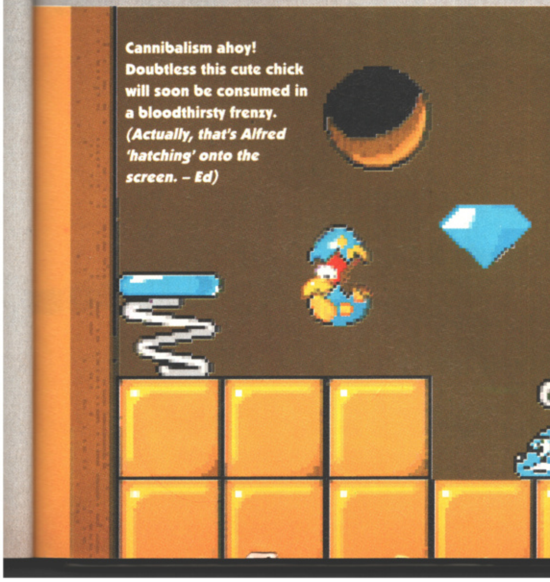
It all sounds a bit bog-standard for a platform game, but seeing as it's been pretty popular on the Game Boy, there seems little point for the Twilight boys and girls (who are doing Alfred on all manner of systems) to change anything. Before we get back to James' last bit, I'll just say that Alfred's a bit of a cutie, with trademarks like brilliant diving beak attacks that either get the baddies or stick him to the floor, and a couple of those bored looks around that platform characters tend to produce when you've not moved them for thirty seconds or so. Take it away, James.

"To help you clobber all the clockwork mice and snails and things, you can find a gun that fires eggs at them." What? More ludicrously politically unsound behaviour from this so-called 'hero?' Surely breaking eggs is tantamount to killing his very own offspring? Is there a sinister subtext to this superficially cute game that James isn't telling us about?

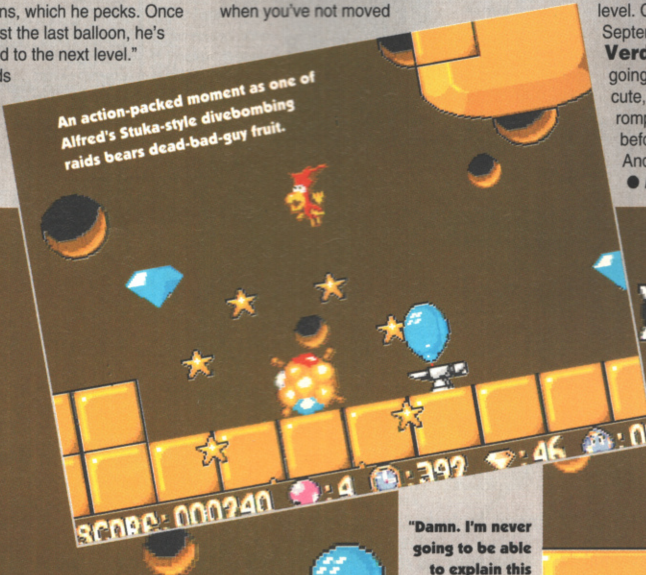
He wouldn't say. He did point out that there are secret rooms, switches to make hidden blocks appear, and special doors that zap you to another part of the level. Oh, and that it'll be out in September. Can't wait.

Verdict so far: Looks like it's going to be another one of those cute, console-style platform romps, where you collect things before going to another level. And collecting more things.

● *MARK WINSTANLEY*



Cannibalism ahoy! Doubtless this cute chick will soon be consumed in a bloodthirsty frenzy. *(Actually, that's Alfred 'hatching' onto the screen. – Ed)*



An action-packed moment as one of Alfred's Stuka-style divebombing raids bears dead-bad-guy fruit.

"Damn. I'm never going to be able to explain this one to the lads. Could someone call the Fire Brigade?"

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E & OE

GAMES

Brainwashing was the new craze around the AP office this month. By writing catchy phrases on pieces of paper and sticking them up everywhere, the team hoped to subliminally influence others. So how did the experiment go?

JUST WHO DO WE THINK WE ARE?

LINDA BARKER

Linda surrounds herself with a lot of tack, but she seems to have gone completely over the top this month. When not busy doing whatever it is an editor does, she's been talking to her latest 'acquisitions'. Only yesterday she was heard telling a plastic saucepan with a face on it that "For God so loved the world that he gave his only begotten son..." Looking around, we found two bits of paper that had clearly had an effect. One said LUST AFTER POINTLESS THINGS and the other PRACTISE YOUR PREACHING. It worked!

STUART CAMPBELL

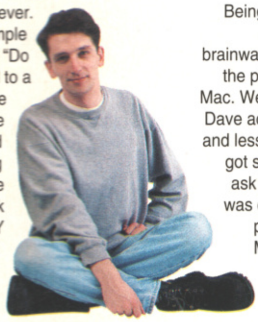
Stuart's main topic of conversation this month has been his parents. From all that we've been told, Mr and Mrs Campbell are truly great and, although we've never met them, we love them dearly. Did you know, for example, that Mrs Campbell never ever forced young Master Campbell to eat his greens? And she makes ace crisps. What a parent! Further investigation around Stuart's desk unearthed the phrases RESPECT YOUR PARENTS and CHECK WITH YOUR DENTIST MORE OFTEN. Go figure.

JACQUIE SPANTON

Jacquie tried to sell her flat this weekend. The problem is – it doesn't actually belong to her. Still, she wasn't going to let a piffling detail like that ruin her plans and so the flat was put up for auction in the AP office with an initial starting price of £2000. Halfway through the proceedings Colin the Publisher walked in and got a bit caught up in the spirit of things. After a few minutes of energetic bidding Jacquie managed to sell her flat to Colin for £2000 and 15 pence. A piece of paper with the command DEAL IN PROPERTY was later found stuck on Jacquie's in-tray.

MARK WINSTANLEY

Mark responded to his subliminal message very well indeed. All month Mark has been following Colin the Publisher around, making notes in a ring-bound notebook. When Mark fell asleep (after playing *Sim Earth*), we prised the notebook from his fingers and settled down for a good read... "Monday April 26th. 3.15 pm. Colin went into the ST Format office and asked if anybody had a light. He then proceeded through the old Your Sinclair office at a leisurely pace of about two miles per hour." After two pages of this we all fell asleep too, but not after peeling off the paper from Mark's glasses – it read SPY ON YOUR SUPERIORS.



TIM TUCKER

For a while, we gave up talking to Tim. Nothing he said made any sense whatsoever. Even a simple question, like "Do you want a coffee?", led to a veritable barrage of nonsense along the lines of "The last time I took a dog for a walk it started to rain heavily. The best thing for corns are those round little pads you get in Boots." It took us ages to find the SAY ANYTHING message that was cunningly concealed on his AP binder.

DAVE GREEN

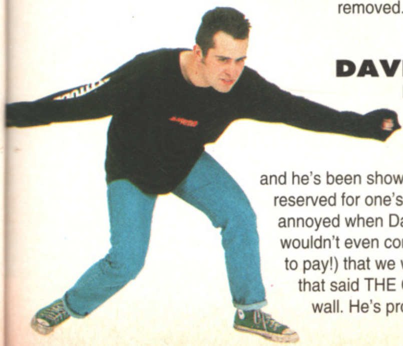
Being an alien, we thought Dave might be immune to the brainwashing process, so we stuck the phrase DO LESS above his Mac. We were stunned to see that Dave actually did start doing less, and less, and less. Eventually this got so annoying that we had to ask him to do some work. Dave was confused: "But this piece of paper that you stuck on my Mac says DO LESS. I was only obeying orders." Aliens, eh? They're just *so* literal.

LISA KELLETT

Lisa hasn't done anything out of the ordinary this month. As usual, she's plied us with cream cakes and chocolate and urged us all to have large lunches. Mind you, she has been joining in the eating binge – which is a tiny bit odd. All was explained when we spotted DIGEST FOOD on one of her posters. Next to it was MARRY AND REPRODUCE, which we quickly removed. Just in case.

JONATHAN DAVIES

As we expected, Jonathan refused to be brainwashed. We managed to stick two phrases on his desk and waited for something to happen. Luckily, we didn't expect much so we weren't too disappointed when Britain's tallest wargamer sauntered into the AP office and asked us why we'd stuck bits of paper saying FLESH IS ABNORMAL and LET NATURE REPEL YOU to his desk. We tried to explain the theory behind it all but JD just thought we were being silly and left with a stoical frown hovering around his lips.



DAVE GOLDER

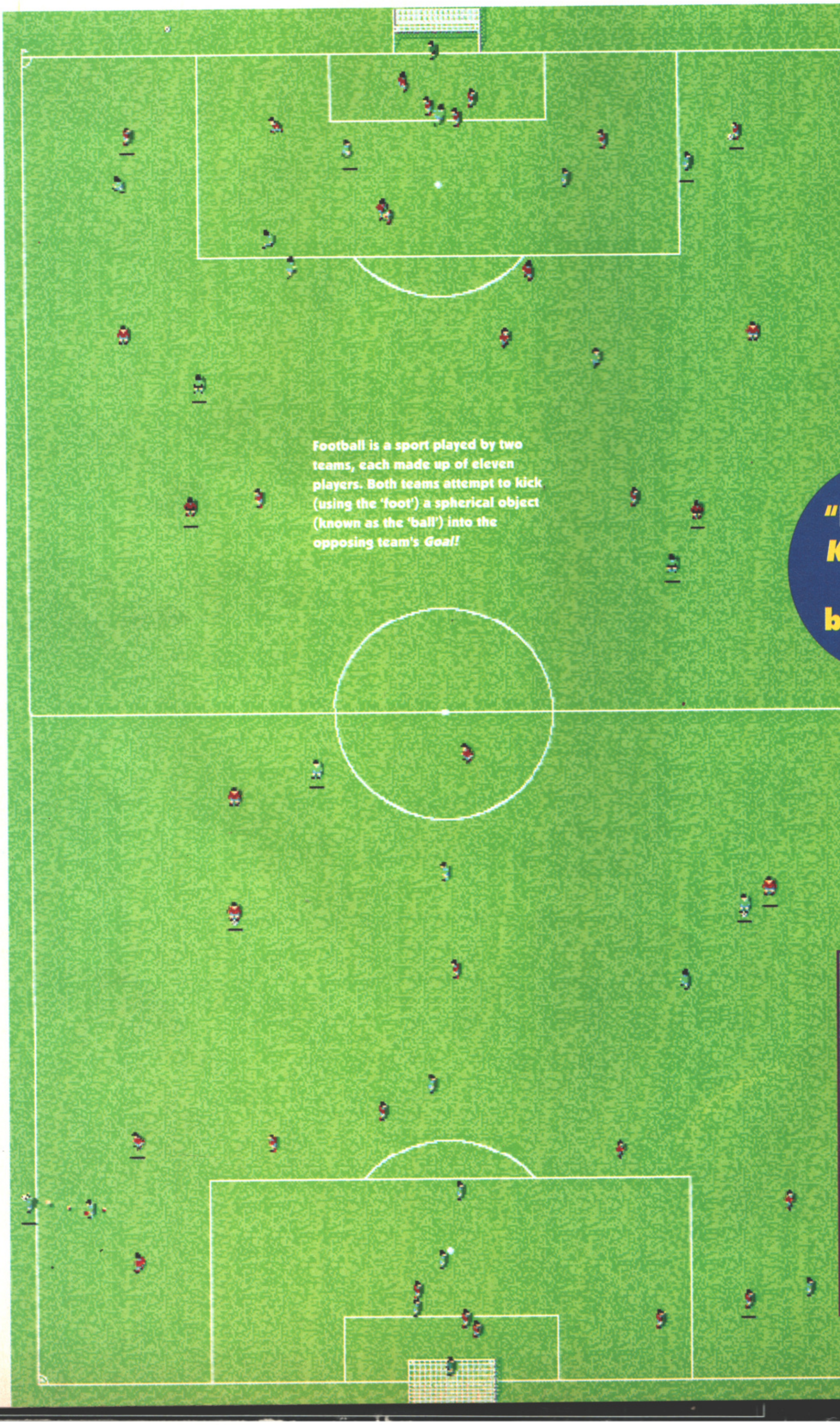
Dave, being an ace drummer and a good cook, isn't short of pals but has acquired another, extra-special, friend. Dave's new chum is his Amiga 1200 and he's been showering it with the kind of attention usually reserved for one's very best mates. The rest of us got so annoyed when Dave stopped inviting us round and wouldn't even come to the pub with us (when *we* offered to pay!) that we went and took down the piece of paper that said THE COMPUTER IS YOUR FRIEND from his wall. He's promised to come out with us tonight.

How does our scoring system work, then?

1. We tell it like it is. We think very carefully about our reviews and games get the mark we think they deserve. Good game or bad, we'll make sure you know what we think.
2. Rating systems get confusing so we give a single percentage mark and a few summing-up sentences.
3. Third points? Old hat, guv.

GOAL!

Dino Dini is heading your way, with a whole new ball game.



Football is a sport played by two teams, each made up of eleven players. Both teams attempt to kick (using the 'foot') a spherical object (known as the 'ball') into the opposing team's *Goal!*

Game: Goal!
Publisher: Virgin
Authors: Dino Dini
Price: £30.99
Release: June

BOB: Good afternoon and welcome to the show. Today we're going to look at the comeback of a near legendary player, Dino Dini, and assess what he has to offer an increasingly competitive sport.

TERRY: The boy Dino, 'e's a good lad who really understands the game. He's had a lot of well-deserved success in the past with *Player Manager* and the hugely popular *Kick Off* and *Kick Off 2*, and now he's back with, er, *Goal!*

BOB: Why's it not called *Kick Off 3*, Brian?

TERRY: Well Brian, it's something to do with the fact that it's published by Virgin, who don't own the rights to the *Kick Off* title, and at the end of the day...

BOB: But is it anything like *Kick Off 2?*

TERRY: Well, Dino himself considers *Goal!* to be the natural successor to the *Kick Off* games, so yeah, it's really *Kick Off 3* in all but name.

BOB: Of course we've seen some fresh talent in the game since *Kick Off 2's* success, especially that young newcomer *Sensible Soccer.*

TERRY: Yeah, the boy *Sensible*, 'e's a good lad who really understands the game. In fact, he's the best player ever, according to us and all our viewers *(Number One in the Readers' All Time Top 100, and Number One in AMIGA POWER's All-Time Top 100. – Ed).* He's really given Dino some competition while he's been out of the game.

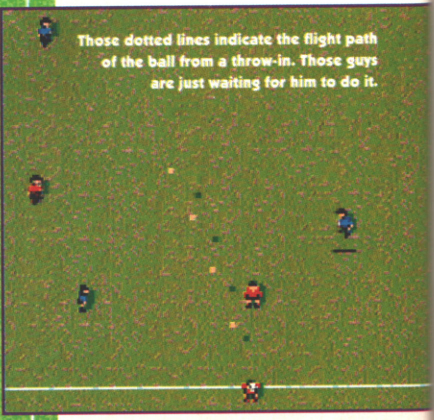
BOB: But do you think he can come back, Brian?

TERRY: Well he's got a good past record, and he's certainly got the fans behind him, so, sure, he's definitely in with a chance. I never liked his style as much as *Sensible's*, but that's not to say he can't prove himself worthy at this stage. At the end of the day it's the football that counts, and the team with the most goals at...

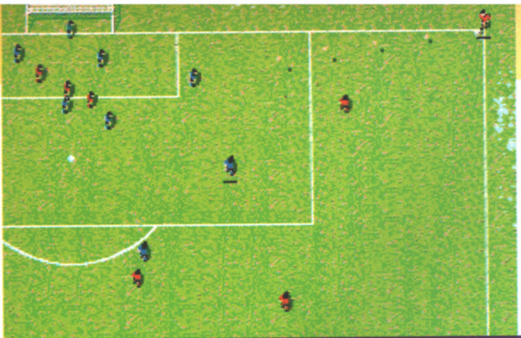
BOB: So how do you think he's looking?

TERRY: He's looking good, Brian, he's looking good. Detailed sprites with good animation, two zoom options, the further

> **"It's really *Kick Off 3* in all but name"**

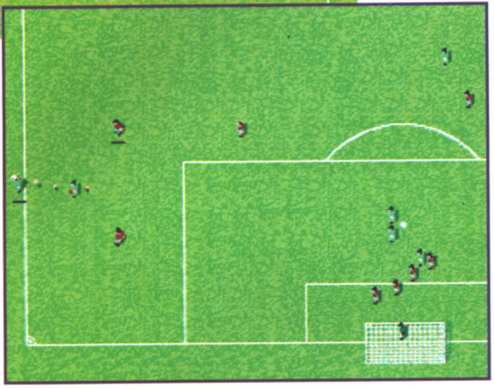


Those dotted lines indicate the flight path of the ball from a throw-in. Those guys are just waiting for him to do it.



The control method for the corner is similar to a throw-in.

Which looks like this, in case you'd forgotten.



one with a *Sensible Soccer*-type feel, and the near zoom giving you a chance to really see the nitty gritty when you're dribbling and going for goal. Switching between the two is a simple matter of pressing the space bar, which you can do at any point in the game. When all is said and done, I'd say he's the best looking football game in the, er, game at the moment.

BOB: Let's now go down to the ground and see the state of the pitch. Hello Brian, can you hear me?

[CUT TO OUTSIDE CAMERA, BLOKE STANDING BY FOOTBALL PITCH]

JIM: Good afternoon Brian.

BOB: So Brian, what's the pitch looking like down there?

JIM: Well you've got a choice between dry, wet, muddy and Wembley *(Wembley? – Ed) (No, it's Thursday. – Tim) (Me too, let's go for a drink. – Ed)*, and you can alter the wind speed too. Plus you can view the game horizontally or vertically, both with either of the two zoom options.

BOB: What's the visibility like?

JIM: There's a scanner on-screen to show the state of play on the rest of the pitch, but you can move it around the screen if it's in the way of the action, or turn it off altogether if it simply annoys you.

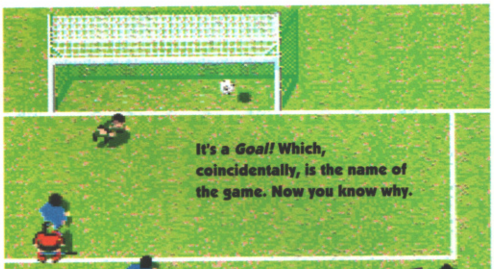
BOB: Thanks, Brian, we'll see you later.

JIM: Cheers Brian.

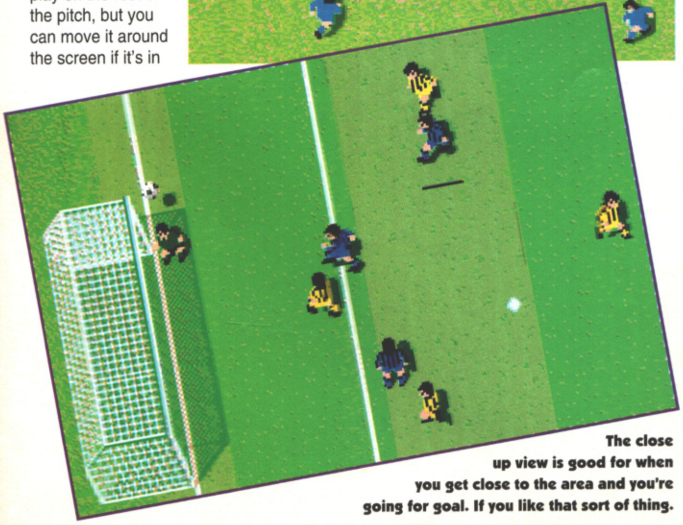
[BACK IN THE STUDIO]

BOB: So it's certainly a good looker with lots of view options, but how's it playing?

TERRY: Well, although the control system's very much based on *Kick Off 2*, it's been vastly improved. It's really the opposite to *Sensible Soccer*. You hold the fire button down to trap the ball, and let go of it to pass to the nearest player in the direction you're facing. Dribbling the →

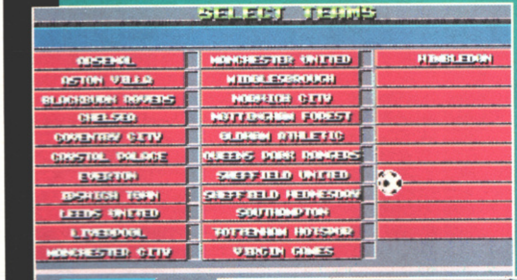


It's a ***Goal!*** Which, coincidentally, is the name of the game. Now you know why.



The close up view is good for when you get close to the area and you're going for goal. If you like that sort of thing.

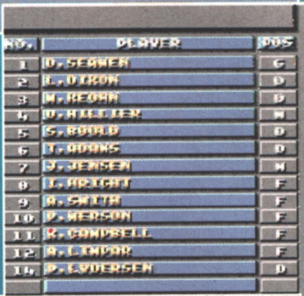
KICKING IT WHERE IT COUNTS



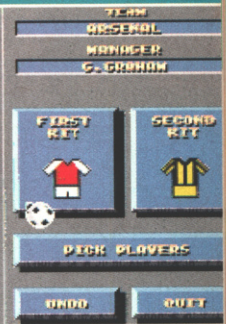
SELECT TEAMS

- ARSENAL
- ASTON VILLA
- BLACKBURN ROVERS
- CHELSEA
- COVENTRY CITY
- CRYSTAL PALACE
- EVERTON
- IPSWICH TOWN
- LEEDS UNITED
- LIVERPOOL
- MANCHESTER CITY
- MANCHESTER UNITED
- MIDDLESBROUGH
- NORWICH CITY
- NOTTINGHAM FOREST
- OLDHAM ATHLETIC
- QUEENS PARK RANGERS
- SHEFFIELD UNITED
- SHEFFIELD WEDNESDAY
- SOUTHAMPTON
- TOTTENHAM HOTSPUR
- VIRGIN GAMES
- WIMBLEDON

The 'select team' screen, where you 'select' the 'teams' for the game. Each 'team' consists of eleven players who kick a spherical object...



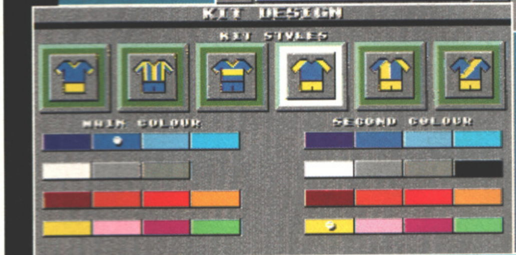
NO.	PLAYER	POS
1	D.SEAMEN	G
2	L.DIXON	D
3	M.KEOWN	D
4	D.HILLIER	M
5	S.BOULD	D
6	T.ADAMS	D
7	J.JENSEN	M
8	I.WRIGHT	F
9	A.SMITH	F
10	P.MERSON	F
11	K.CAMPBELL	F
12	A.LIMPAR	F
14	P.LYDERSEN	D



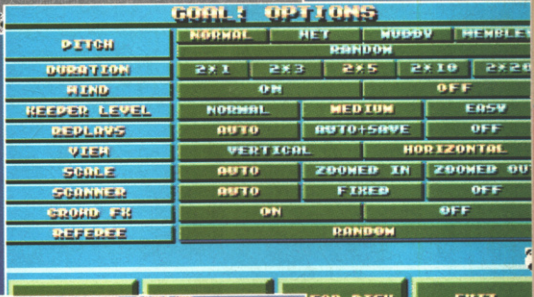
TEAM: ARSENAL

MANAGER: G.GRAHAM

You know I said there were eleven players on a team? I lied. There's thirteen. It's just that they don't all play at the same time, you see.



It's like having a paint program in your football game. Sort of. Except you can't ray trace with *Goal!*



GOAL! OPTIONS

PITCH: NORMAL | WET | MUDDY | WEMBLE | RANDOM

DURATION: 2×1 | 2×3 | 2×5 | 2×10 | 2×2

WIND: ON | OFF

KEEPER LEVEL: NORMAL | MEDIUM | EASY

REPLAYS: AUTO | AUTO+SAVE | OFF

VIEW: VERTICAL | HORIZONTAL

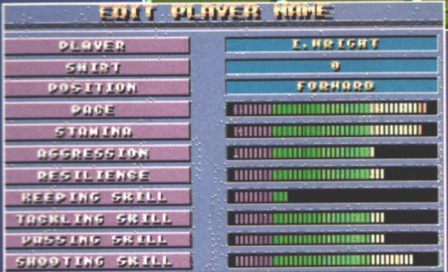
SCALE: AUTO | ZOOMED IN | ZOOMED OU

SCANNER: AUTO | FIXED | OFF

CROWD FX: ON | OFF

REFEREE: RANDOM

A random referee sounds fun. Perhaps he just walks around the pitch shouting things out at random. Like 'Carp' and 'Backgammon'.



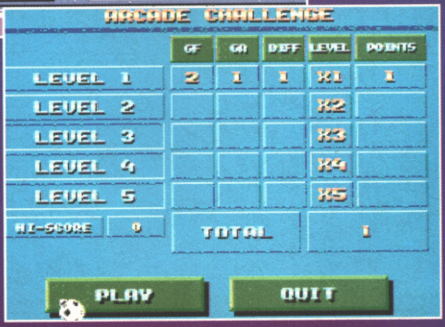
EDIT PLAYER NAME

PLAYER: I.WRIGHT

SHIRT: 8

POSITION: FORWARD

You can edit a player's name and shirt number but not his statistics. Those are the things that look like LEDs on your home hi-fi.



ARCADE CHALLENGE

	GF	GA	DIFF	LEVEL	POINTS
LEVEL 1	2	1	1	X1	1
LEVEL 2				X2	
LEVEL 3				X3	
LEVEL 4				X4	
LEVEL 5				X5	
HI-SCORE 0	TOTAL				1

The Arcade Challenge enables you to judge how much better you're getting. You progress through the rounds with a win or tie, and get points on goal difference.

ball involves pushing the joystick in the direction you want to go, while shooting is just a press of the fire button, with aftertouch if you need it.

BOB: All the standard options really.

TERRY: That's just the start, Brian. You can chip the ball, by pushing the joystick up and down quickly, header when the ball's in the air, do sliding tackles – it's all there, and more. It's a bit more realistic to play, too. If you try to dribble too fast you lose control of the ball, but with practice you can perfect certain techniques including 180-degree turns (something you couldn't do in *Kick Off 2*), and quick changes of direction.

BOB: But is it intuitive play?

TERRY: Well I never found Dino's earlier games easy to get to grips with, but this is a lot better. You actually get the feeling that you're in control of the game and not dominated by it. A lot of people found *Kick Off 2* too difficult, but with *Goal!* you can alter the difficulty level, which enables you to work at your own pace. Difficulty is really defined by how fast you and your opponent play the game, which means that at a low difficulty the game is actually slower than *Kick Off 2*, but at the highest level it's about 30 percent faster, which should give even the hardest *Kick Off 2* pro a challenge.

"It's a massive improvement on Kick Off 2"

BOB: I've noticed that there's more control on the corners, throw-ins and free kicks too.

TERRY: Yeah, it's a great system which enables you to determine the height, angle and strength of the kick. With practice you can even score from a corner, something the great George Best was great at. The boy George, 'e was a good lad, really understood the game...

BOB: Wasn't Boy George a pop singer, Brian?

TERRY: I'd say that it has more control options than any other arcade football game.

BOB: What teams will be playing, Brian?

TERRY: All the Premier league's in there, with authentic home and away kits and up-to-date squads, as well as a full complement of International teams. You can also edit them to create your own custom teams, change the names of all the players and redesign the kit designs and colours, although the actual statistics of the individual players can't be altered, and the teams are all of differing standards. You can even choose the referee for the match, with each ref's statistics determining what percentage of fouls he spots and how tough he is on penalising. If a player gets away with a couple of fouls, he's more likely to get a yellow or red card when he commits another foul later on.

BOB: Can we see that again, Brian?

TERRY: Yes, you can get an instant replay of the action at any point during the game, and you can forward and rewind at fast, normal and frame by frame. You can save any replays to disk too.

BOB: Is there anything you can't do?

TERRY: *Goal!* has certainly got more options and features than any other football game around at the moment – it's stunning the amount that's in there.

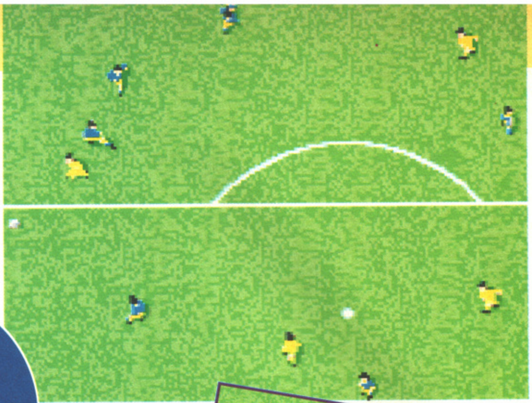
BOB: But is it an enjoyable game?

TERRY: Well I'm happy to say that the whole experience of playing Goal is a thoroughly enjoyable one. It's a massive improvement on *Kick Off 2* in every way. It's easier if you want it to be, harder if you want it to be, better looking, packed with options, boasts good atmospheric sound effects... and best of all, it's lots more fun. 100 percent improvement overall, I'd say.

BOB: Is there anyone who can touch the boy now, Brian?

TERRY: Well, despite all my trumpeting I have to say that it's still not quite up to *Sensible's* standards. There's something about *Sensible Soccer* that transcends every other game ever, and despite a good run by Dino, this still falls short. Still, it's a game of two halves, and at the end of the day it's the football that counts and the team with the most goals... [FADE TO CREDITS]

● ***TIM TUCKER***

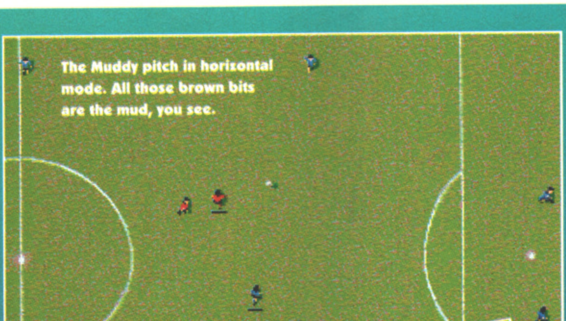


Here we see players 'expressing themselves' and also 'creating some space'.

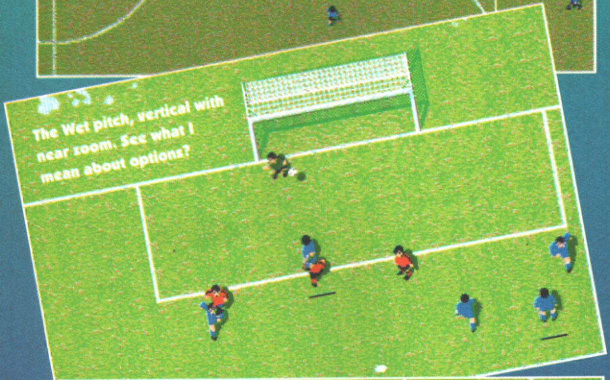
At the end of the day it's the football that counts, and the team with the most goals...

SEAMEN
0 1:14 0

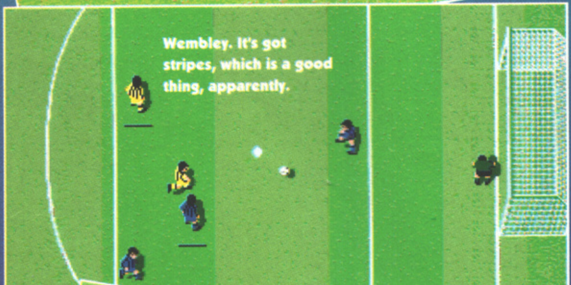
WHAT'S YOUR PITCH?



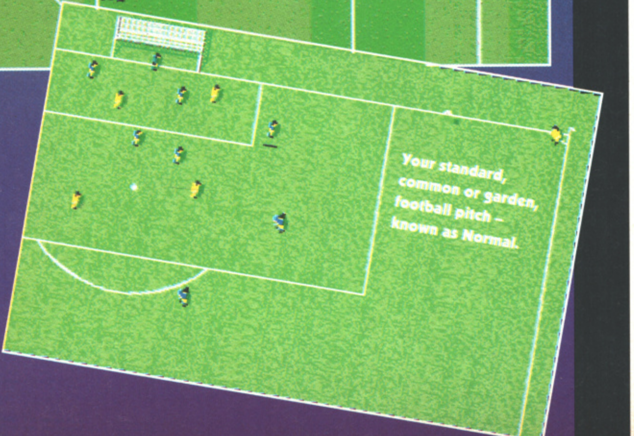
The Muddy pitch in horizontal mode. All those brown bits are the mud, you see.



The Wet pitch, vertical with near zoom. See what I mean about options?



Wembley. It's got stripes, which is a good thing, apparently.



Your standard, common or garden, football pitch – known as Normal.

UPPERS It's got everything you could plausibly ask from an arcade soccer game without being ridiculous. The difficulty settings help enormously to get you into the game. Massive improvement on the *Kick Off* games, great to look at and good footballing fun to boot.

DOWNERS Still not completely happy with the control system. There's loads of options, yes, but it somehow seems less *obvious* than the *Sensible Soccer* controls.

THE BOTTOM LINE

The bottom line is that this is a very good football game. Some will love it more than anything else in life itself while others will still find the controls irritating and turn back to *Sensible Soccer*. You know which we prefer, but don't let me put you off, this is worth every penny. Brian.

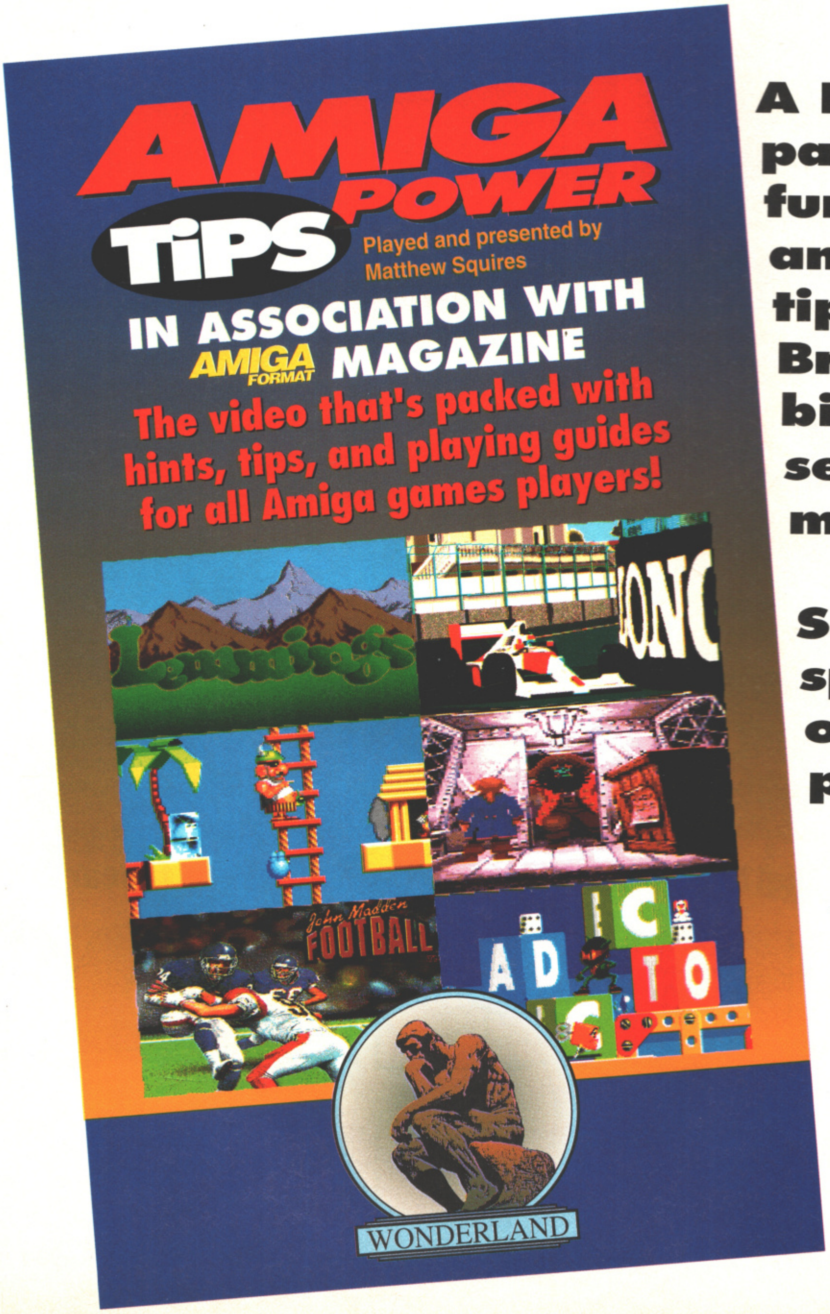
THE BOTTOM LINE

A1200 *Goal!* actually runs quite a bit better on the 1200, because it doesn't slow down when there's lots of players on the screen.

82 PERCENT

AMIGA POWER

...The Video



AMIGA POWER

TIPS

Played and presented by Matthew Squires

IN ASSOCIATION WITH AMIGA FORMAT MAGAZINE

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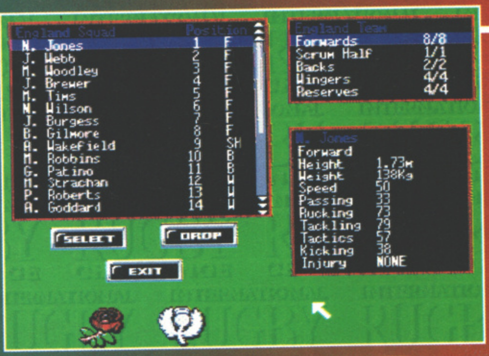
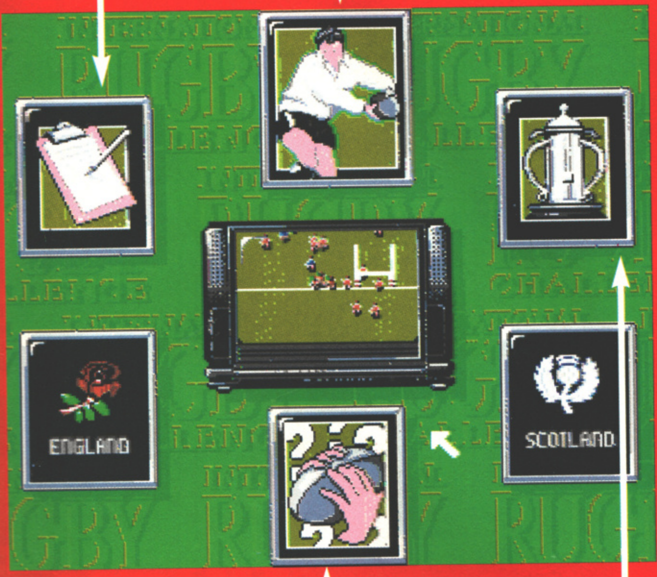


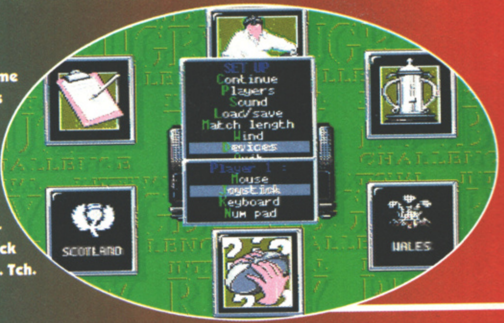
```
England Squad                Position
N. Jones        1    F
J. Webb         2    F
M. Woodley      3    F
J. Brewer       4    F
M. Tims         5    F
N. Wilson       6    F
J. Burgess      7    F
B. Gilmore      8    F
A. Wakefield    9    SH
M. Robbins      10   B
G. Patino       11   B
M. Strachan     12   W
P. Roberts      13   W
A. Goddard      14   W

England Team
Forwards        8/8
Scrum Half      1/1
Backs           2/2
Wingers         4/4
Reserves        4/4

N. Jones
Forward
Height     1.73m
Weight     138Kg
Speed      50
Passing    33
Rucking    73
Tackling   79
Tactics    57
Kicking    38
Injury     NONE
```

Disappointingly, Domark decided not to bother with the expense of getting any real players' names to use in the game, so we get a load of programmers instead. Wow.



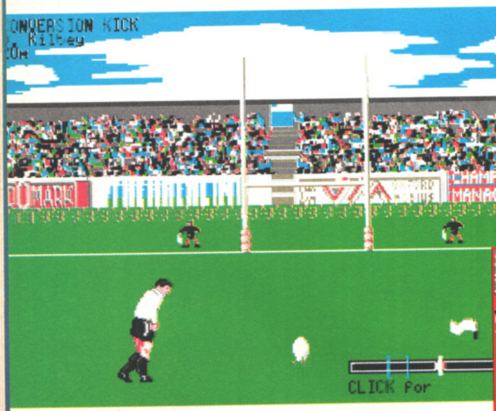


Mmm, there're some fabby options here and no mistake. The Sound one's weird – switch it off once and you can never get in-game effects back again, only music. Tch.

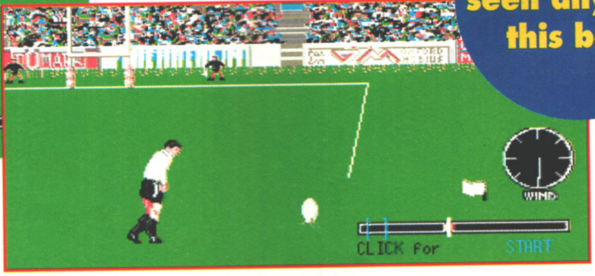
WE'RE NOT KIDDING – THIS GAME REALLY IS CRAP

INTERNAT
RUGBY CH

A challenge? Yes. International? Perhaps. But is it rugby? It would appear not.



The conversions are a chuckle and a half. Check out the size of those linesmen in this 20-yards-out effort.



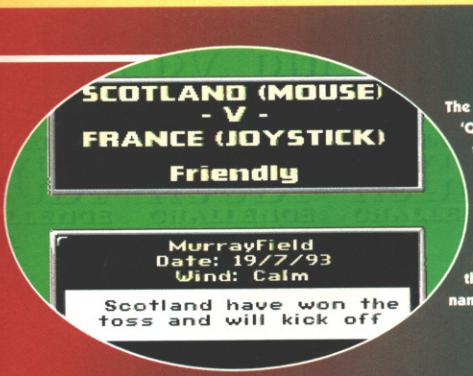
Whereas in this further-off shot, the groundsmen marking the pitch lines clearly got bored halfway.

Game: International Rugby Challenge
Publisher: Domark
Authors: Oxford Mobius (code), The Kremlin, Mick Adams, Jason Cunningham, Matt Hicks, Alex Keazor, Jo Myers, Alan Tomkins (graphics), Martin Walker (music and sound effects), Nathaniel Wilson, Kris Hall
Price: £25.99
Release: Out now

> "I've never seen anything this bad"

Since I started working for AMIGA POWER, I've had a lot of abuse from various quarters. Readers, rival journalists, complete strangers in the street, my own parents, they've all had a pop. It's all water off a duck's back, of course – I'm from Scotland. Now, though, for the first time, something's happened that's made me seriously consider my future as a writer. I'm faced with a three-page review of *International Rugby Challenge*, and I really and truly don't think I'm going to be able to find the words to describe just how dreadful it is.

Let's set out our stall by starting with a quick comparison. The previous lowest-rated game ever in AMIGA POWER was *European Champions* by Idea, which got a less-than-impressive 4% in issue 17. And *European Champions* is, approximately,

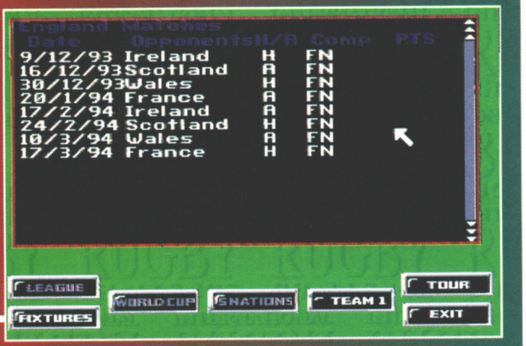


SCOTLAND (MOUSE)
- V -
FRANCE (JOYSTICK)
Friendly

MurrayField
Date: 19/7/93
Wind: Calm

Scotland have won the toss and will kick off

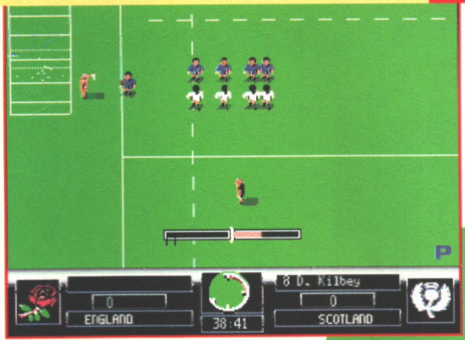
The laughably-titled 'Quick Start' option throws you straight into a match. Mind you, I don't remember Murrayfield having a capital letter in the middle of its name. Grammar, eh?



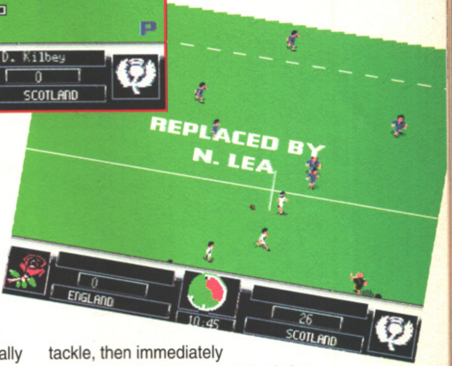
England Matches

Date	Opponents	H/A	Comp	PTS
9/12/93	Ireland	H	FN	
16/12/93	Scotland	A	FN	
30/12/93	Wales	H	FN	
20/1/94	France	A	FN	
17/2/94	Ireland	A	FN	
24/2/94	Scotland	H	FN	
10/3/94	Wales	A	FN	
17/3/94	France	H	FN	

On this screen, you can, if you're careful, set up a tournament or a tour of one of several areas of the world. Careful, though – you still have to play the game.



The line-out. Fascinatingly, it's very easy to run right through the middle of it.



Injury time. That is, time for an injury. Poor old N Lea.

50 times better than *International Rugby Challenge*. Now (gulp), let's get specific.

The only way to do this, I think, will be to be methodical. So let's start with the options screen. The default set-up has you playing England, against Scotland, using mouse control (of which more later) in a 40-minutes-each-way match. To change any of these options, consult the manual to find out what the icons mean, then jerk the pointer slowly across the screen with the mouse and hold the fire button down for a couple of seconds until a menu comes up. Mostly, these are fairly obvious – if you don't want to play as England, click on the little team crest icon until it changes to the side you want.

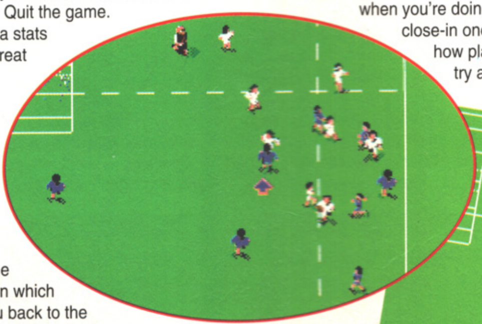
If, however, you want to change the opposition (or if you want to play as Scotland, who you can't choose at first because they're your opponents), things get a bit more complicated. First you have to go to the 'Number Of Players' menu and select 'two players'. Now the game allows you to click on both the team crest icons and you can choose your favourites. Go back to the 'players' menu and choose 'one player' again. Start the game.

Suddenly you realise you're still using the utterly ridiculous and unworkable mouse control. Quit the game. This brings up a stats screen full of great info like how many 'trys' you've scored and how much 'possesion' you've had, so have a bit of a chuckle then choose the 'Manage' option which in fact gets you back to the initial options screen. Choose joystick control, and for good measure read the instructions on how to operate it properly. "When not in possession of the ball, click FIRE and hold to retain possession". Mmm, sounds like a good one. Right, time to start the game properly.

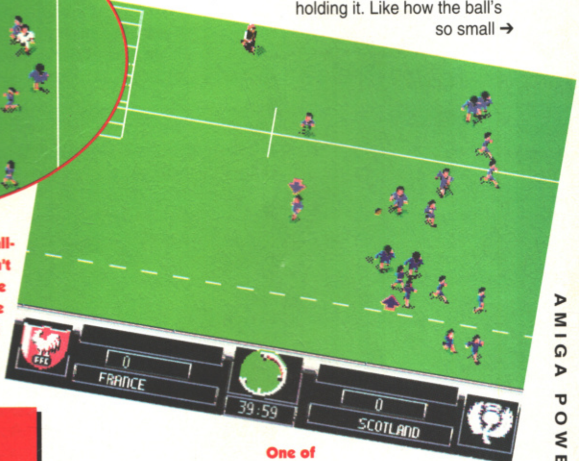
You didn't forget to choose a shorter match length, did you? Because the game IS prone to locking up in the middle of a scrum if you play a longer game. Good.

Damn. Being methodical isn't going to work – there just isn't enough space. I'm going to have to go for the 'edited highlights' approach instead. Like how in two-player mode, you can't both use a joystick. Like how it's practically impossible to tackle or be tackled, and hence the game consists almost entirely of one team kicking off, you picking up the loose ball and running it straight in for a try. Like how when you cross the try line, you automatically put the ball down without getting the chance to run it in behind the posts. Like how when you kick a conversion, your player's strip changes to white shirt and black shorts whichever team he's playing for. Like how the line judges are always the same number of pixels in height when you kick the conversion, and hence look six inches tall when you're doing a close-in one. Like how players try a diving tackle, then immediately do another one from the ground, then another one and another one, so they're flapping around looking like they're swimming a 100-metres butterfly race.

Like how the ball catapults around senselessly at random and frequently disappears completely off the screen, leaving the scrolling to catch up with it five or six seconds later. Like how the player you control is almost never anywhere near the opponent with the ball, even though he's got three of your men practically standing on his toes, or how if the ball's loose one (or more) of your players can actually run right over it without picking it up or coming under your control. Like how sometimes you can actually have the ball, but be controlling one of the players in your own team who isn't the one who's holding it. Like how the ball's so small →

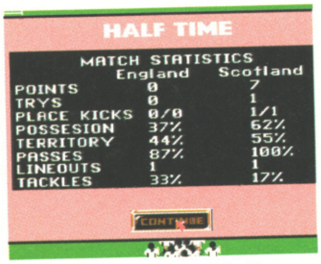


A fabulous all-action shot. Can't you just feel the roar of the crowd from here, pals?



One of my very favourite bits – Scotland, in the all-blue strip, take on France, in the, er, all-blue. Lot of people involved in writing this game, weren't there?

IONAL
ALLENGE



HALF TIME

MATCH STATISTICS

	England	Scotland
POINTS	0	7
TRYS	0	1
PLACE KICKS	0/0	1/1
POSSESION	37%	62%
TERRITORY	44%	55%
PASSES	87%	100%
LINEOUTS	1	1
TACKLES	33%	17%

Can *you* spot the deliberate mistake on this screenshot, viewers?

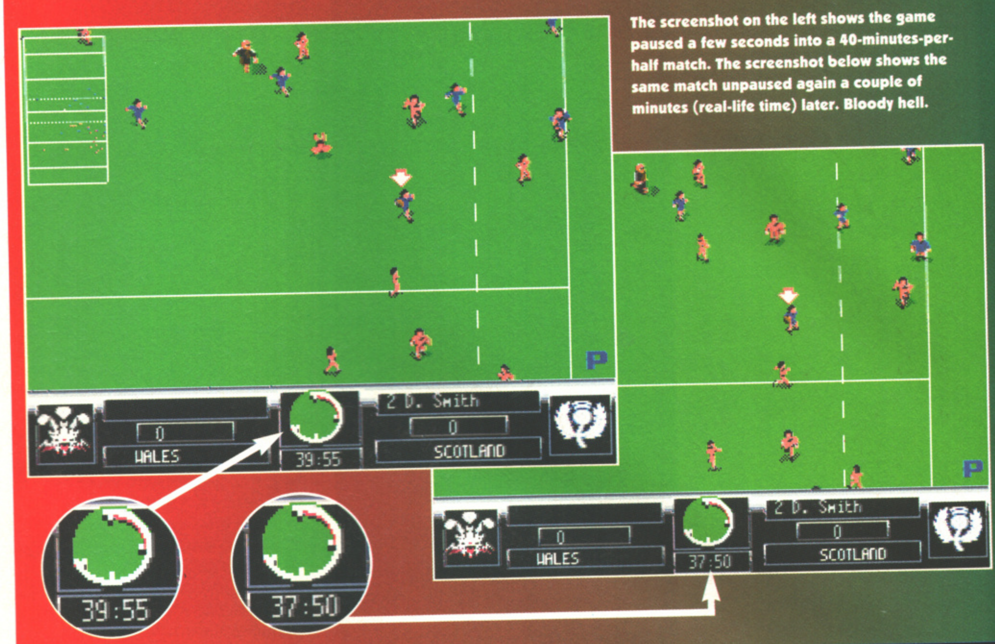
and difficult to see, and when the other team's got it the player in possession isn't highlighted, that you can never tell where it actually is. Like the 20-second loading delay before and after you kick a conversion. Like how you can throw the ball backwards for over 40 or 50 yards. Like how a ruck consists of the two teams lining up in single file behind each other a couple of feet to the side of the ball, which eventually leaps off one way or the other of its own accord. Like how line-outs are awarded without the ball going out of play.

Like how when you play Scotland against France, the two teams play in two practically-identical all-blue strips (both wrong, too – Scotland and France play in white shorts, you clowns) which are impossible to tell apart in the heat of play. Like how the game calls the French national stadium the Parc de Paris instead of the Parc des Princes. Like how the computer side will happily run around for 10 seconds with the ball lying in their try zone, waiting for one of your players to come and flop down on top of it and score a try. Like how when you pause the game, the action freezes but the clock doesn't – start a 10-minute game, score a try, pause, wait for 10 minutes and unpause, and you've won.

This hasn't been much fun to read, has it? Not much zing, not much zip, not many jokes. Fact is, I haven't even started to list the awful, awful flaws in this game. (Well, obviously I've started, but I haven't covered even half of them.) You really have to see it in action to believe it. I took two days of convincing before I'd believe that this was a finished version of the game and that someone wasn't trying to set me up. I've been playing video games for about 16 years now, and I've never seen anything this bad.

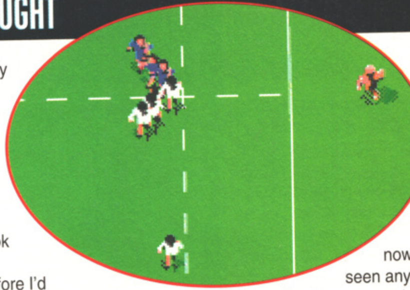
The longer you play it, the worse it gets (the sound is a sick joke too, by the way). I loved Domark's original *Rugby – The World Cup*, but this, a year and a half's development later, is so inferior that it utterly beggars belief. It's inferior to everything. In the world. Ever.

● ***STUART CAMPBELL***

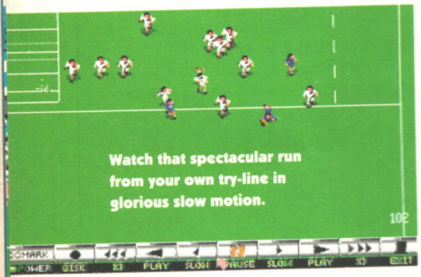


The screenshot on the left shows the game paused a few seconds into a 40-minutes-per-half match. The screenshot below shows the same match unpaused again a couple of minutes (real-life time) later. Bloody hell.

A PAUSE, BUT CLEARLY NOT FOR THOUGHT



Rugby fans will be astonished to discover that this is, in fact, a ruck in progress. Ah-ha-ha-ha.



Watch that spectacular run from your own try-line in glorious slow motion.

UPPERS The manual is slightly amusing, albeit useless as far as helping you play the game goes.

DOWNERS We'd need the whole magazine to list them. We really would.

THE BOTTOM LINE

Quite simply, the worst game I've seen since I started playing video games with Pong back in 1977 or thereabouts. I'm not exaggerating. In your worst nightmares, you couldn't even begin to imagine anything as appalling as this. Half of the following score is for comedy value.

THE BOTTOM LINE

A1200 A bit faster and not as jerky. But still more abominable than human beings are equipped to appreciate.

2 PERCENT

LIFE'S A BITCH, THEN YOU PLAY INTERNATIONAL RUGBY CHALLENGE

International Rugby Challenge is bad. But exactly how bad is it? We decided to set up a scientific comparative test with some of the most-bad things we could think of to find out.

THE WAR IN BOSNIA

Hundreds of thousands of deaths, terrible atrocities committed in the name of 'ethnic cleansing', the disintegration of entire nations into endless warring factions pitting brother against brother and father against son.

Badness Rating: Not Nearly As Bad As *International Rugby Challenge*.

THE FAMINE IN SOMALIA

Hundreds of thousands of deaths, relief supplies being looted and plundered by corrupt officials, starving people being shot by the opposing sides in a prolonged and pointless civil war.

Badness Rating: Close To, But Not Quite As Bad As, *International Rugby Challenge*.

THE RODNEY KING BEATING

Slight speeding offence punished by life-threatening assault with heavily weighted sticks, perpetrated by four armed police officers against a defenceless man lying motionless on the ground. Led to huge riots in Los Angeles area, causing millions of dollars' worth of damage and several deaths.

Badness Rating: Approximately Half As Bad As *International Rugby Challenge*.

DEPLETION OF THE OZONE LAYER

Wanton destruction of a vital section of the planet's atmosphere by entire population of the industrialised world. With aerosols. Lowered resistance to lethal ultra-violet radiation causes massively increased incidence of skin cancer, not forgetting catastrophic climactic change and global warming, which in turn brings on melting of the polar ice caps, widespread flooding of much of the world's arable land and hence massive food shortages. Combination of these effects almost certain to lead to complete eradication of human life on the planet within the next 200 years.

Badness Rating: Would cause death of Jeremy Beadle, therefore Still Not As Bad As *International Rugby Challenge*.

HAVING ELECTRODES ATTACHED TO YOUR GENITALS AND BEING FLOGGED SENSELESS WITH A KNOTTED ROPE

Self-explanatory, really.

Badness Rating: Actually, This One Probably Is As Bad As *International Rugby Challenge*. But It's A Close Thing, And No Mistake. *(Right, that's it, you're coming with us, sonny. Get in the van. – The Taste Police)*

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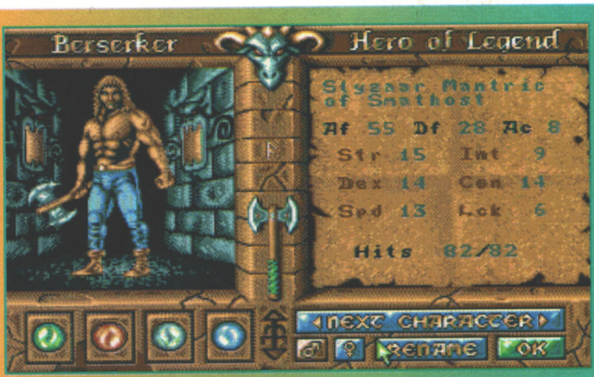
WORLDS O

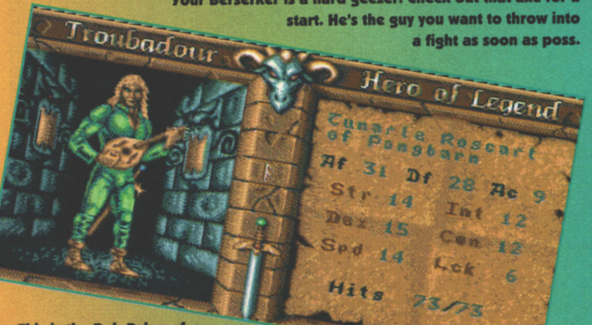
First there was *Legend*. And now there is

TOLKIEN ABOUT MY GENERATION



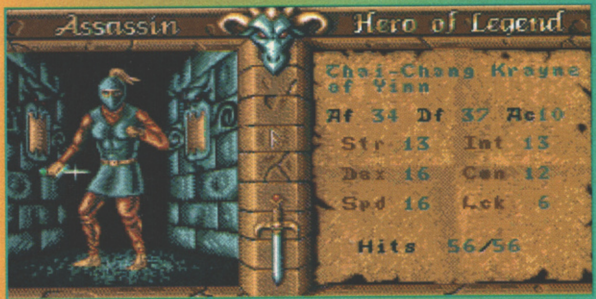
Slygzaar Mantric of Smathost
Af 55 Df 28 Ac 8
Str 15 Int 9
Dex 14 Con 14
Spd 13 Lck 6
Hits 82/82

Your Berserker is a hard geezer. Check out that axe for a start. He's the guy you want to throw into a fight as soon as poss.



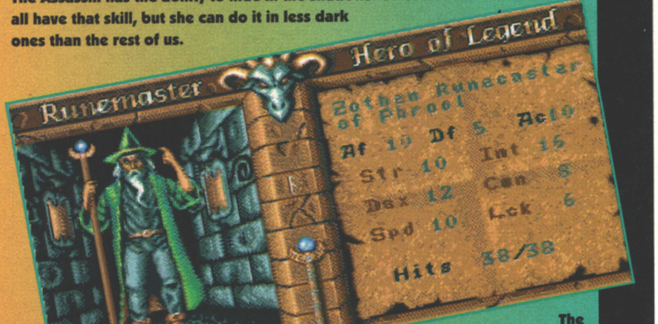
Tunarle Roscart of Pongbarn
Af 31 Df 28 Ac 9
Str 14 Int 12
Dex 15 Con 12
Spd 14 Lck 6
Hits 73/73

This is the Bob Dylan of the group. He sings songs which boost morale and get the baddies waving their lighters in the air.



Thai-Chang Krayne of Yinn
Af 34 Df 37 Ac 10
Str 13 Int 13
Dex 16 Con 12
Spd 16 Lck 6
Hits 56/56

The Assassin has the ability to hide in the shadows. Of course we all have that skill, but she can do it in less dark ones than the rest of us.



Zothen Runecaster of Phrool
Af 10 Df 5 Ac 10
Str 10 Int 15
Dex 12 Con 8
Spd 10 Lck 6
Hits 38/38

The Runemaster. He's good at magic, naturally. And has the only hat available to the group.

Game: Worlds Of Legend
Publisher: Mindscape
Authors: In house
Price: TBA
Release: June

I'm getting a bit worried about review policy here at AMIGA POWER. It doesn't take long for one of us to get sort of typecast – Jonathan does the flight sims and strategy war games, Mark gets anything violent, Stuart gets anything he wants, and now it looks like I'm the RPG/Adventure man. No! Please, guys – I'll do the platform games you all hate, I'll do puzzle games and horizontally scrolling shoot-'em-ups, sports sims and god games, but please don't condemn me to a life of working out spell systems and trying to pronounce my main character's surname.

Don't get me wrong – I've got nothing against adventure games. In fact, I really like them. But just flick through this magazine and you'll see that this month I've reviewed *Knightmare* and *Legend*, tipped *Legends Of Valour* and *KGB*, reviewed *Nippon Safes Inc*, and now I'm on *Worlds Of Legend*. Apart from the fact that I don't know what particular 'legend' I'm involved in any more, I'm also not sure whether I'm in Mittledorf, Trazere or Moscow, whether I'm called Zothen Runecaster, Mantric Shafthassen the Elder or Dino Fagioli, or what the hell's going on. I yearn for a name like Scooter or Biff, one that's easy to say and doesn't suggest that I had an abnormal birth and that I'm incapable of getting on with people my own age. *(Look, stop whinging and get on with the review or I'll kill you. – Ed)*

There's a happy coincidence in this issue, as already mentioned – on page 71 you'll find a review of the newly-released-on-budget *Legend*, which this game just happens to be the sequel to. So, if you're unfamiliar with the original, I suggest you turn there now and have a good read. I'll just go and make a cup of tea...

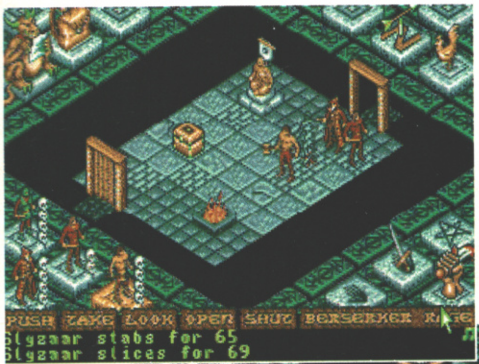
Finished? Good, wasn't it? I wrote that. Anyway, *Worlds Of Legend* is the sequel, and I have to say that on first look you could be mistaken for thinking you'd got the original by mistake – the game engine is identical. I didn't have a lot of room for background details in the budget review, but I've got two pages here, so perhaps a little elaboration is in order.

> "The main action takes place in the dungeons"

First – the plot. One of the adventurers in your party receives a message telling him that his father, the Emperor, has been assassinated. The culprit seems to be one Ti-Mann MoChun, and you have to return to Imperia in the Empire of the Moon to sort things out. This involves a sub-quest in which you have to return the four shards of the Eternal Amulet to Aunt Sushiana so that she can reform it and the Empire may be saved.

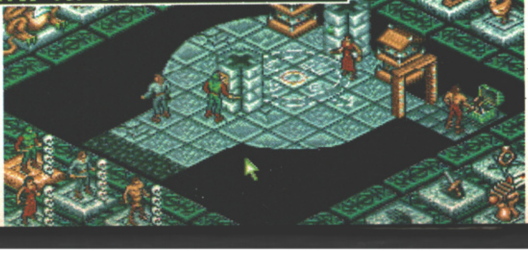
The team consists of four characters: a Barbarian, a Wizard, a Bard and an Assassin. You can alter some of their characteristics before you start, and even change their sex and clothing, which is very politically correct I think. Each character has his or her own special power – the Barbarian goes into a Berserker rage, the Assassin can hide in the shadows, the Bard can sing enchanting songs and the Wizard of course is pretty nifty at magic.

Apart from the plot, the other major difference between this and its prequel is that *Worlds Of*



Slygzaar stabs for 65
Slygzaar slices for 69

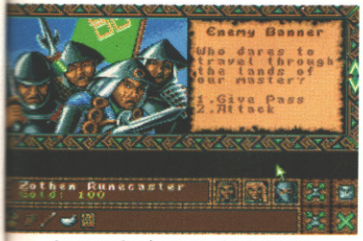
Check everything in a room for treasure. Even that Buddha.



This room took a bit of working out, but eventually it came to me. I'm clever, see.

F LEGEND

is *Worlds* of it.

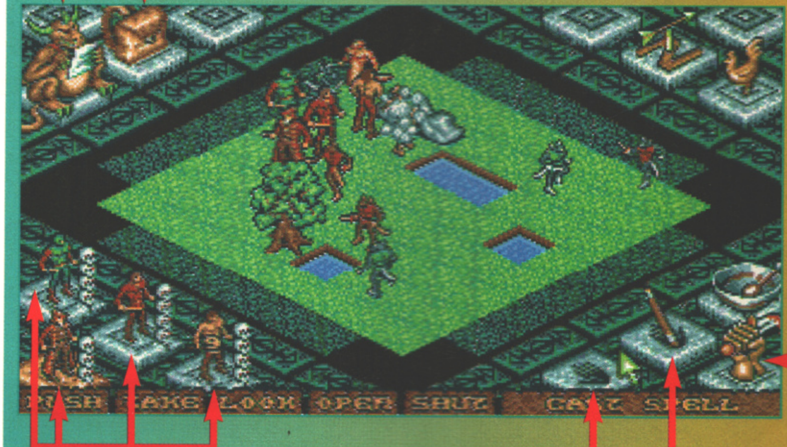

Enemy Banner

Who dares to travel through the lands of our master?

1.Give Pass
2.Attack

Zothen Runecaster
Gold: 100

Compared to its prequel, *Worlds Of Legend* is full of Eastern promise.



Elliot the Dragon very kindly maps out the dungeons for you. Click on him to see it.

This icon brings up the inventory screen, where you can swap items between characters.

If you're getting severely slaughtered in a fight, click on the chicken icon and your gang, er, runs away.

The mixing bowl is used to mix spells together. Only Runemasters have access to spells.

The rally icon. This causes the whole team to start fighting, or to group together.

These are used to choose which character to perform an action, and show the health of each.

The right and left hand icons. Weapons go in the right, and keys and scrolls in the left.

THE SHADOWY FIGURE IS TRYING TO ATTRACT YOUR ATTENTION

Legend has a mystical Eastern background, rather than a straight Dungeons and Dragons style. It's a good idea, but it's the only thing that separates the two games in feel. Everything else is exactly the same, from the character selection to the control system.

Perhaps this is no bad thing – after all, you would expect certain similarities between a game and its follow-up. And *Legend* was a great and immensely popular game, so why change it? True, but at the same time it wasn't without its faults, and I can't help thinking that this would have been a great place to put them right. Also, is it worth the money when what it amounts to is a data disk? We shall see.

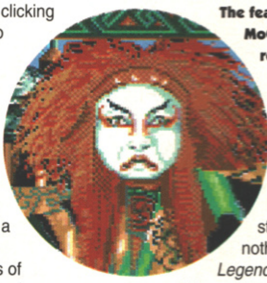
There's a land map to travel around and you use this to enter various different towns. In the towns you can pick up clues, buy runes for spells, get equipment, pray at temples, and so on. However, the main action takes place in the dungeons. These are (naturally) full of peril, but they also contain gold, spells, weapons, scrolls and inevitably the shards of the Eternal Amulet. There's also a number of puzzles to solve, and keys to find which enable you to get on and move further through the dungeon, so your mind is kept busy too.

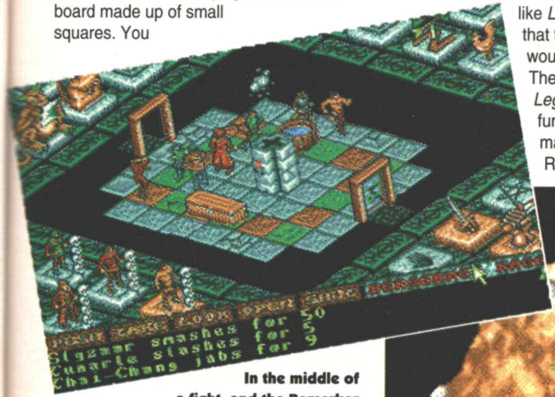
If you're not familiar with the control system, this is how it works. The view is isometric 3D, and the play area is like a board made up of small squares. You control the four characters by clicking on where you want them to go with the mouse. There are plinths around the play area which you use to make your character fight and cast spells (in the case of the Wizard). There's also Elliot the Dragon (don't ask me), who sits at the side and does the handy task of drawing out a map for you as you progress.

You'd think in these days of amazing graphical advances and incredible game designs like *Legends Of Valour*, that this sort of game would go out of date. The truth is, *Worlds Of Legend* is so much fun that it doesn't matter how far up the RPG evolutionary ladder it is – it works and it works well. If you've played *Legend*, you'll know what I mean.

But the criticism still stands that nothing's moved on since *Legend* – all you're getting is a different plot. It seems a shame when perhaps something more could have been done with it, and there must be a cheaper way of presenting a game with exactly the same game engine. I'm going to recommend it, because it is so good, and you can never get enough of *Legend*, but I'm tinged with disappointment that some new ideas weren't incorporated.

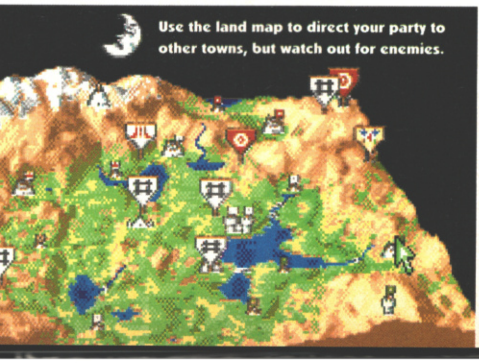
● ***TIM TUCKER***


The fearsome Ti-Mann MoChun. He's the guy responsible for all this.



Olgzaar smashes for 50
Cunarle slashes for 5
Chai-Chang jabs for 9

In the middle of a fight, and the Berserker appears to be running away. Coward.


Use the land map to direct your party to other towns, but watch out for enemies.

UPPERS Same as *Legend* – loads of fun, unusual graphics and delightful gameplay. Lots to do too, with a spell system to get your head around, puzzles to solve and scrolls to decipher. It'll keep you entertained for months.

DOWNERS Same as *Legend*. Seems a bit of a rip-off to be sold the same game with different rooms and quests – but then again, anyone who loved *Legend* (and that's a lot of people, myself included) should be well pleased that there's more for them to get their teeth into.

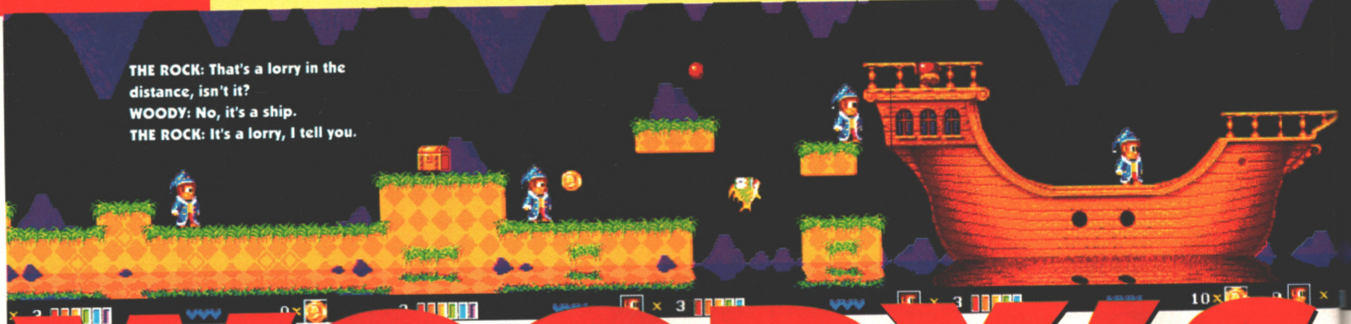
THE BOTTOM LINE

If you've never seen *Legend*, go for the budget version – you're getting the same thing for a better price. If you've got through *Legend* and you're looking for more, this is of the same standard and is worthy of your attention, no doubt.

THE BOTTOM LINE

A1200 It runs with no problems on the 1200, but it's not any faster.

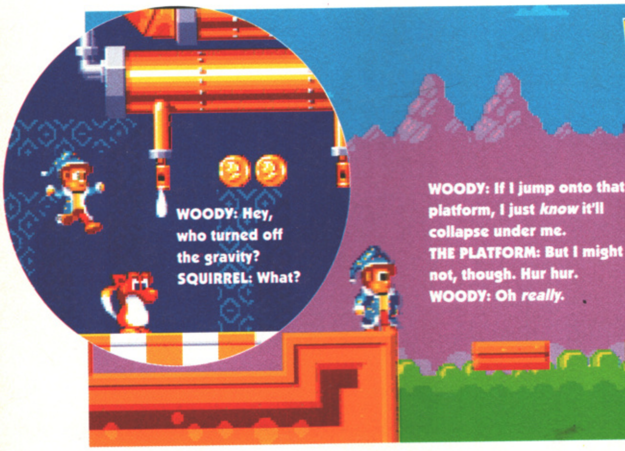
81 PERCENT



THE ROCK: That's a lorry in the distance, isn't it?
WOODY: No, it's a ship.
THE ROCK: It's a lorry, I tell you.

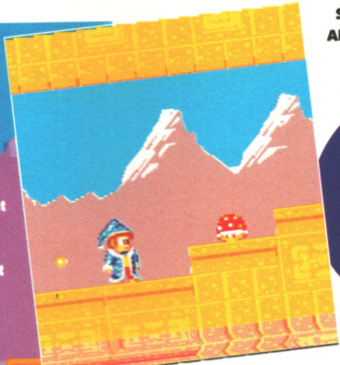
WOODY'S

It's a world of laughter, it's a world of tears. It's a world of boats, and a world of

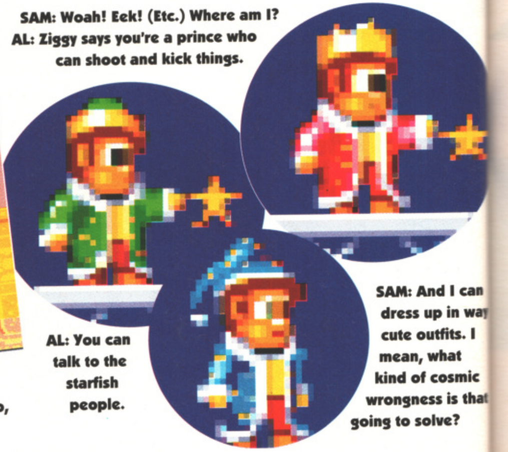


WOODY: Hey, who turned off the gravity?
SQUIRREL: What?

WOODY: If I jump onto that platform, I just *know* it'll collapse under me.
THE PLATFORM: But I might not, though. Hur hur.
WOODY: Oh *really*.



WOODY: A strawberry.
TORTOISE-TYPE THING: No, a tortoise-type thing.



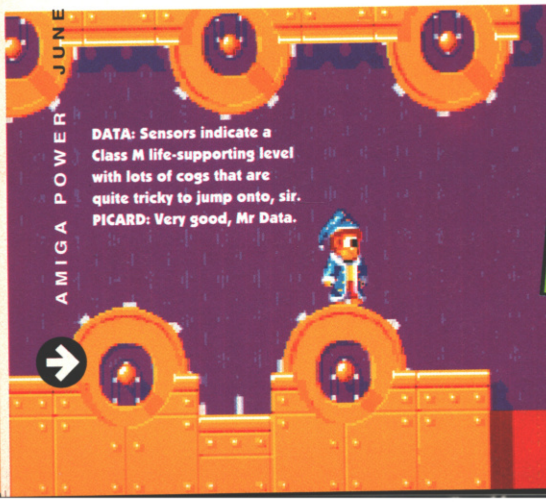
SAM: Woah! Eek! (Etc.) Where am I?
AL: Ziggy says you're a prince who can shoot and kick things.

AL: You can talk to the starfish people.

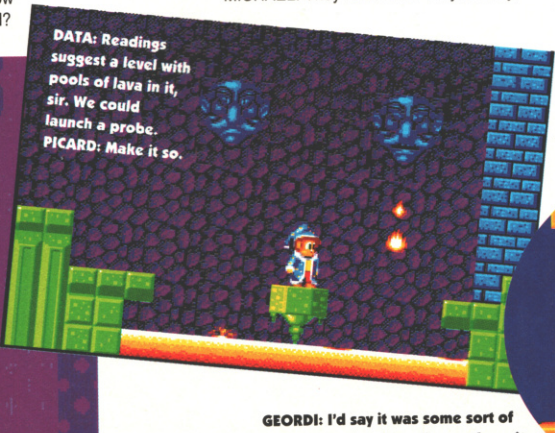
SAM: And I can dress up in way cute outfits. I mean, what kind of cosmic wrongness is that going to solve?

Game: Woody's World
Publisher: Vision
Authors: Paul Andrews, Rodney Smith, Blair Zuppicich
Price: £25.99
Release: Out now

POOLS OF DARKNESS: ...which is why my grandmother never wore tight-fitting underwear.
[AUDIENCE LAUGHTER.]
MICHAEL ASPEL: Ha ha ha ha. Or slept with the window closed, presumably?
POOLS OF DARKNESS: Exactly.
[MORE LAUGHTER FROM AUDIENCE.]
MICHAEL: But I'm sure our next guest has never suffered the same problem. Ladies and gentlemen... The latest in line for a 'cute/console-esque/platforms' label... A game about a chap called Woody who's searching for a magic crystal to save the kingdom from some unspecified evil or other... Please give a great big warm welcome to *Woody's World*.
[AUDIENCE APPLAUSE.]
WOODY'S WORLD: Hello.
MICHAEL: *Woody's World* – your detractors reckon you're trying to look like *Super Mario Brothers*, but don't even come close. How do you respond?
WOODY'S WORLD: What detractors?
MICHAEL: Well, me for instance.
WOODY'S WORLD: Oh. Um. I suppose I do look a bit like a *Mario* game. Slightly. But you could say that about any platform game, surely?
MICHAEL: Yes, but there's something about you in particular. All that hitting-blocks-with-your-head business, maybe. Anyway, let's talk about your graphics.
WOODY'S WORLD: What you you think of them? 'Woody' like 'em – that's what I was wondering on the way here!
[SILENCE FROM AUDIENCE.]
MICHAEL: They're... well... they're okay, aren't they? But not exactly startling. All the sprites are a bit titchy, and, although you claim to use 32 colours...
WOODY'S WORLD: Sure do.
MICHAEL: ...it doesn't look like more than half a dozen or so. And you look so flat.
WOODY'S WORLD: Probably because I haven't got parallax scrolling backgrounds, for some reason.
MICHAEL: Oh well, at least everything moves slickly enough. Which brings us to... the music.
WOODY'S WORLD: What about it?
MICHAEL: Well, how about giving us a quick tune?
WOODY'S WORLD: What, now?
MICHAEL: Go on.
WOODY'S WORLD: Crumbs. Er, it's not all that good. It sort of goes, er, tum te te te tum te te tum, er, te te tum, er, tum. And so on.

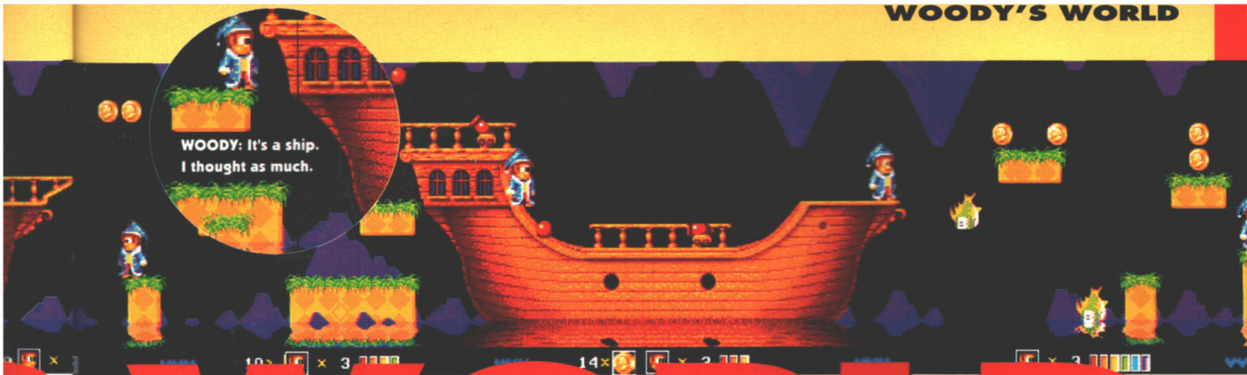


DATA: Sensors indicate a Class M life-supporting level with lots of cogs that are quite tricky to jump onto, sir.
PICARD: Very good, Mr Data.



DATA: Readings suggest a level with pools of lava in it, sir. We could launch a probe.
PICARD: Make it so.

GEORDI: I'd say it was some sort of wormhole, sir. Either that or the exit.


WOODY: It's a ship. I thought as much.

A brief respite from silly captions.

WORLD

piers. It's Woody's very own world of woodiness. Probably.

[SILENCE FROM AUDIENCE.]

MICHAEL: Hmm.

WOODY'S WORLD: I told you it wasn't very good. P'raps it's just as well it's really quiet, so you can hardly hear it.

MICHAEL: Ha ha ha ha. Now, to Woody himself. He's an odd little fellow, isn't he? For a start, he doesn't seem to have much in the way of personality...

WOODY'S WORLD: I suppose not, really. Although you've got to admit it's quite handy the way he can jump on baddies' heads to kill them, and sometimes turn into a prince who can karate-kick them, and also fire blobs if he picks up the right sort of block.

MICHAEL: True. Although he can't pick up a cloak and glide around, can he?

WOODY'S WORLD: Eh?

MICHAEL: Or, for that matter, ride on the back of a dinosaur.

WOODY'S WORLD: Huh?

MICHAEL: Sorry – just my little joke. I must say, though, Woody's inertia and everything is just about right, and he jumps about rather nicely. As controllability goes he couldn't be much better.

WOODY'S WORLD: So you reckon I play pretty well, then?

MICHAEL: Weeelll... up to a point. Each level starts off looking very... not wonderful exactly... alright. But then they just never seem to go anywhere. Once you've seen the first couple of screens of each one you've basically seen the whole thing – it's just the same sorts of obstacles over and over again. And they tend to be spread out rather thinly, so there are lots of completely empty areas, with just the odd miniscule baddy crawling about.

WOODY'S WORLD: Humph.

MICHAEL: And going back to this 'personality' thing – the game as a whole doesn't seem to have one, does it? Some of the baddies are reasonably cute (if you peer at them very closely), but you're unlikely to remember anything about them after a day or two. There's just no coherent 'feel' to the game to hold it all together. Even the levels have got boring names like 'Cave' and 'Mines'.

POOLS OF DARKNESS: It's still reasonably good fun to play, though, I reckon. But don't expect it to last you for very long. There are sixty levels, but they're not breathtakingly long, and with the passwords you should have it polished off within a week or so.

MICHAEL: What, with all the little secret rooms and things? There are lots of them.

POOLS OF DARKNESS: Yeah, they're a nice touch, but, like the rest of the game, they hardly set one's pulse racing.

WOODY'S WORLD: Um, would this be a good time to mention my new book?

MICHAEL: Thanks very much, then, *Woody's World*. If you'd just like to stay put on the settee for a minute we'll welcome my next guest, *A320 Airbus*.

A320 AIRBUS: Hello.

[AUDIENCE APPLAUSE.]

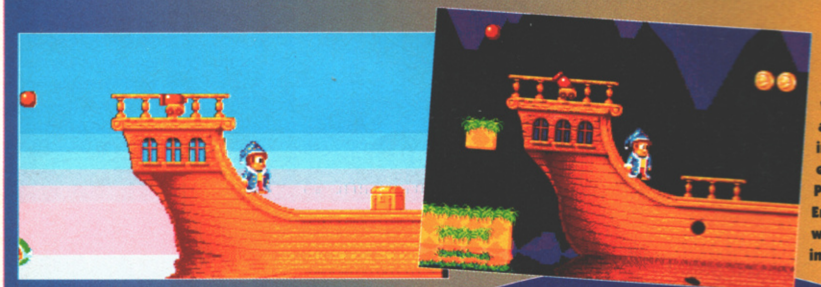
(Could we stop this now, please? – Ed)

● ***JONATHAN DAVIES***

> **"He's an odd little fellow, isn't he?"**

HUGH SCULLY: It's a map, early 18th Century, and probably worth about £50.

WHEREVER YOU GO – THERE YOU ARE


TROI: It's... an underground cave level with... a boat with cannons on it and... nngh... an interesting wibbly effect on the water.
PICARD: Picard to Engineering. I need warp engines immediately.

WORF: My guess is that inside these boats are some levels that look uncannily like the Ghost Houses in *Super Mario World*, sir.
PICARD: Number One, assemble an away team.

PICARD: Ensign, Warp 9. Engage!
RIKER: But don't you want to investigate this outdoor level that's got platforms with spiky things that pop up out of them?
PICARD: No, not really.

UPPERS The basic guts of it work okay, and the levels are laid out in an orderly fashion, and as a result you'll be able to play it – if you want to – for as long as it takes it to complete it . And you'd probably quite enjoy doing it, too.

DOWNERS But it's not very exciting, is it? While everything's competent enough, nothing sticks out as being particularly brilliant. I'll try my very personal best not to, but I've a horrible sneaking feeling I'll have forgotten all about er... it by tomorrow morning.

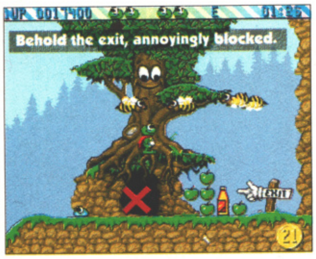
THE BOTTOM LINE

It looks neat. It plays quite well. It doesn't do anything wrong as such. If you're hungry for more console-style action, *Woody's World* is worth a gander. But there's definitely something missing here – inspiration, probably.

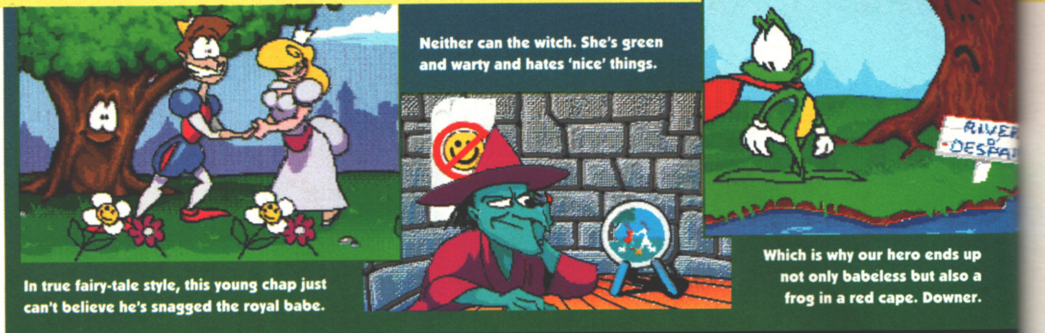
THE BOTTOM LINE

A1200 I looked and looked, I really did, but couldn't honestly see any difference when *Woody's World* is running on an A1200. Sorry about that.

70 PERCENT


Behold the exit, annoyingly blocked.

Game: Superfrog
Publisher: Team 17
Authors: Andreas Tadic, Rico Holmes, Allister Brimble
Price: £26.99
Release: Out now


In true fairy-tale style, this young chap just can't believe he's snagged the royal babe.

Neither can the witch. She's green and warty and hates 'nice' things.

Which is why our hero ends up not only babeless but also a frog in a red cape. Downer.

PRINCE AND THE EVOLUTION

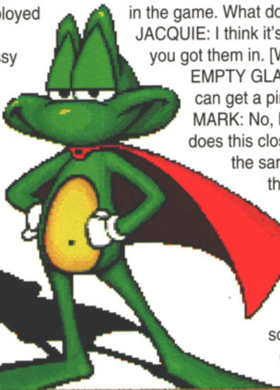
SUPER

Is it a toad? Is it a newt? No, it's a platformer. With a frog in it.

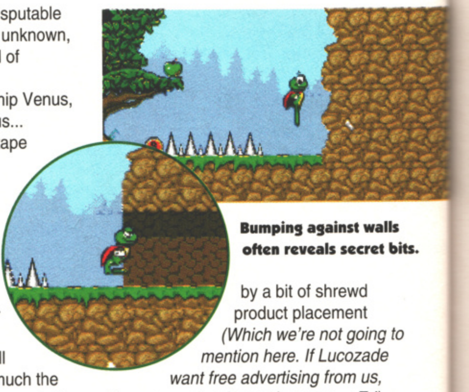
Shock Horror In-Depth Superfrog Imposter Probe Alert! AMIGA POWER has conclusive proof that, far from being the most pumped-up and pert amphibian ever to don a dashing red cape, Superfrog is nothing more than a star-struck prima donna. Thanks to our exclusive image-enhancement technology, we can reveal that a poorly-paid stand-in was employed to undergo the rigours of platform exploration and suffer all those messy 'falling on spikes' experiences.

Shunning NASA's generous offer of a state-of-the-art CAT scanner, or a bit of down-time on their Hubble space telescope, we opted for what surely must be the highest-tech piece of picture scanning equipment available today, namely our very own 'Jacquie Spanton'. In the clinically-controlled experiment transcribed below, we established beyond doubt that the alleged 'super frog' isn't risking his own green warty skin, preferring to bask in the spotlight of fame, while immigrant, non-union stuntfrogs perish by the bucketload.

MARK: Are you ready to begin then?
JACQUIE: Oooh, look at those lovely shores.
MARK: What shores?
JACQUIE: Thanks Cam, I'll have a lager and a crème de menthe chaser.
MARK: Oh, hardy har har. Now I've got a picture from the intro sequence here, and one from the character in the game. What do you think?
JACQUIE: I think it's about time you got them in. [WAVES EMPTY GLASS] Look, you can get a pint in there.
MARK: No, but really, does this close-up look like the same frog as in the game?
JACQUIE: Not in the slightest. Hey, can I go now? We're missing some serious drinking time.
MARK: So there we have it, indisputable scientific proof that, for reasons unknown, the frog in the intro is some kind of imposter. Furthermore...
JACQUIE: 'Twas on the good ship Venus, By God you should have seen us...
MARK: Would you turn off that tape recorder now please, Tim?

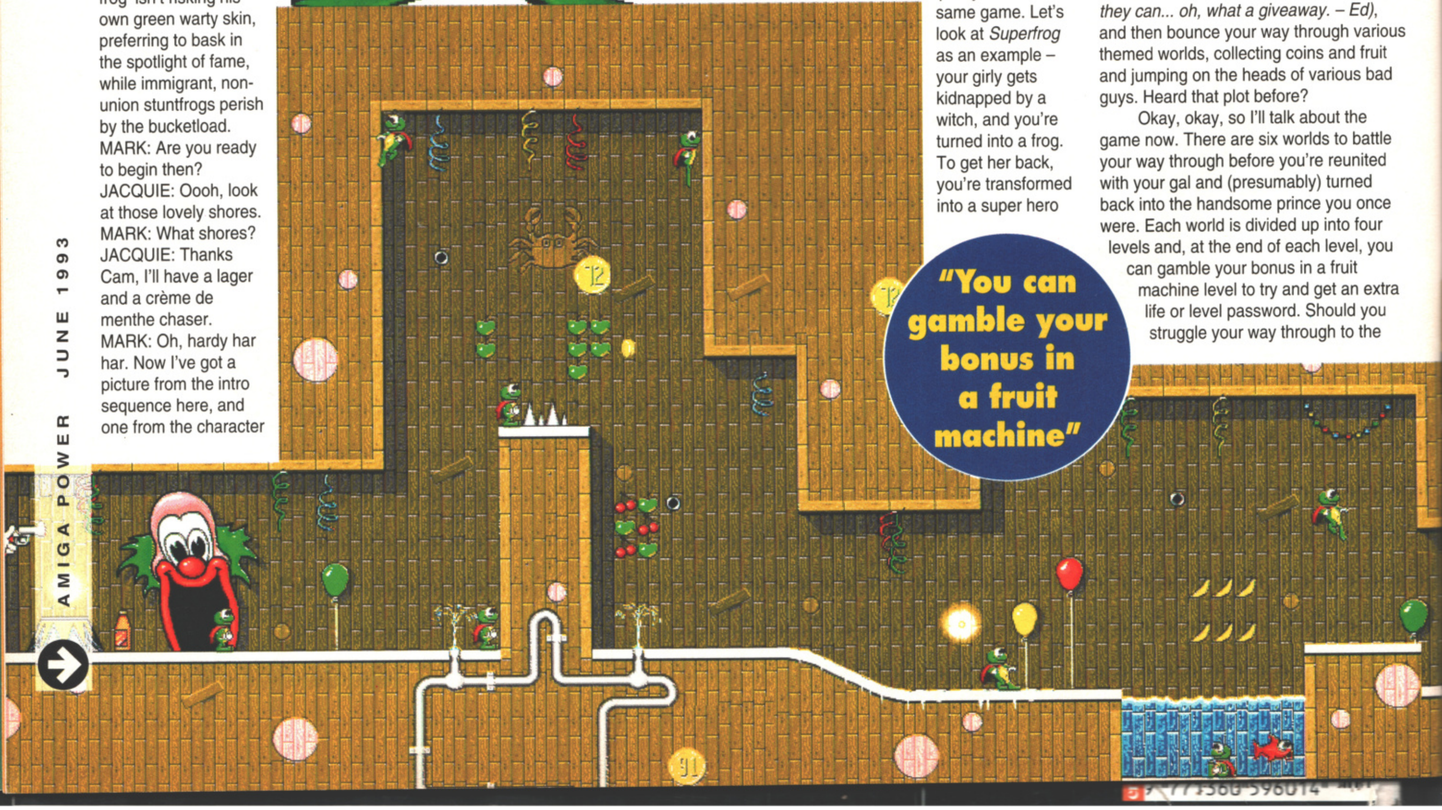


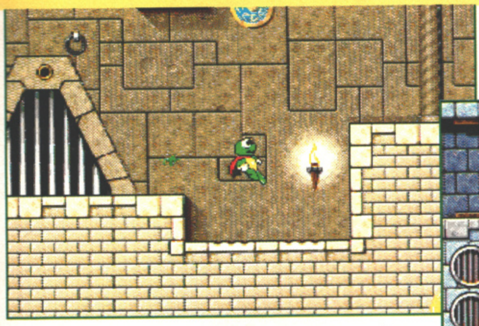
Hmm, kicked the 'Jacquie goes to the pub lots' joke to death, methinks, so I guess it's time to get round to talking specifics. The big problem with platform games is what to say about them. I mean, love or hate 'em, be really good or a complete loser at 'em, they're all pretty much the same game. Let's look at *Superfrog* as an example – your girly gets kidnapped by a witch, and you're turned into a frog. To get her back, you're transformed into a super hero by a bit of shrewd product placement *(Which we're not going to mention here. If Lucozade want free advertising from us, they can... oh, what a giveaway. – Ed)*, and then bounce your way through various themed worlds, collecting coins and fruit and jumping on the heads of various bad guys. Heard that plot before?


Bumping against walls often reveals secret bits.

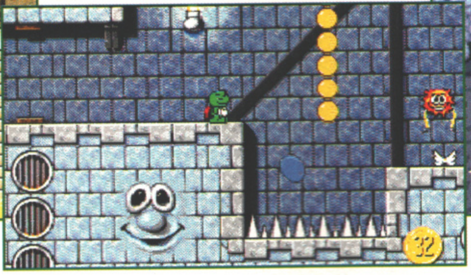
Okay, okay, so I'll talk about the game now. There are six worlds to battle your way through before you're reunited with your gal and (presumably) turned back into the handsome prince you once were. Each world is divided up into four levels and, at the end of each level, you can gamble your bonus in a fruit machine level to try and get an extra life or level password. Should you struggle your way through to the

> "You can gamble your bonus in a fruit machine"

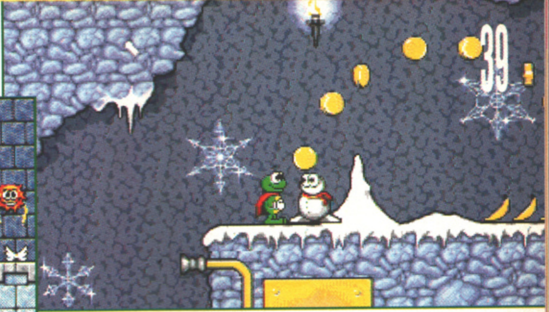




Shocked and locked up in the pyramids, our hero still hasn't found the spring-loaded spikes. Look down!



To lull people into a false sense of security, the architect added a smiley face just before the pit.



Almost friction-free surfaces, freezing water pools and nasty ice monsters – it's snow joke, matey.

RFROG

end of the fifth world, there's another sub-game in the form of a shoot-'em-up where you head to the moon for a final, high-tech showdown with the wicked witch.

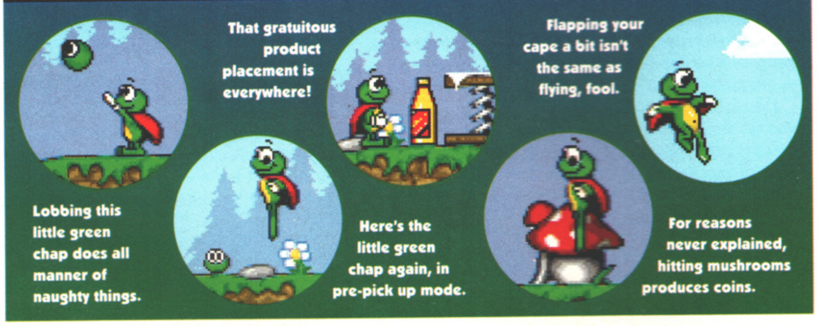
The frog may have a cape, but that's about the extent of his super powers, although he can jump on baddies à la *Sonic* and *Mario* and take them out. But, and here's the first of my dislikes, some baddies seem to be invulnerable to various attacks. Hedgehogs, or tortoises with spikes on their backs are obviously going to be bad news, but there are some others who just say 'no' to dying, for no apparent reason. Even when you get a handy (if barely controllable) little green thing which you can fire off at distant baddies, some of them still stay stubbornly alive. Oh yes, and there's another power-up in the form of a little set of wings, which enables you to fly. Well, not really – if you press fire enough, you do get to flap his cape a bit, which slows your descent a little. Sorry, but I'm not impressed. Nor was I wowed by the between-level fruit machine sub-game. It's all very nice, but what's the point? It's just a bit too irrelevant for my liking.

Playing through the levels, I think that the Team 17 boys have probably got the difficulty curve spot on. Despite the fearsome reputation we put around of us lot being games gods, I'm actually pretty crap at platform games, but I still managed to get through the first world with no problem at all, and found my progress slowing as the worlds got harder. With level codes available, a good player could jump through the easy bits and head for the Ancient or Ice worlds, where things get really tough. The Ice levels amused me greatly due to the almost total lack of friction so, once you get going, you've just got to keep going, until you either finish, find a long stretch to decelerate on or (more usually) you die.

So there we have it. It's colourful and tuneful, but ultimately I've seen it all before. With *Arabian Nights* showing us that it IS possible to do something a little different with platformers, *Superfrog* seems just a little uninspired. That's not to say that it's not good, 'cos it is, but there are better ones out there, and better still, I think, to come.

● ***MARK WINSTANLEY***

IT'S NOT EASY BEING GREEN



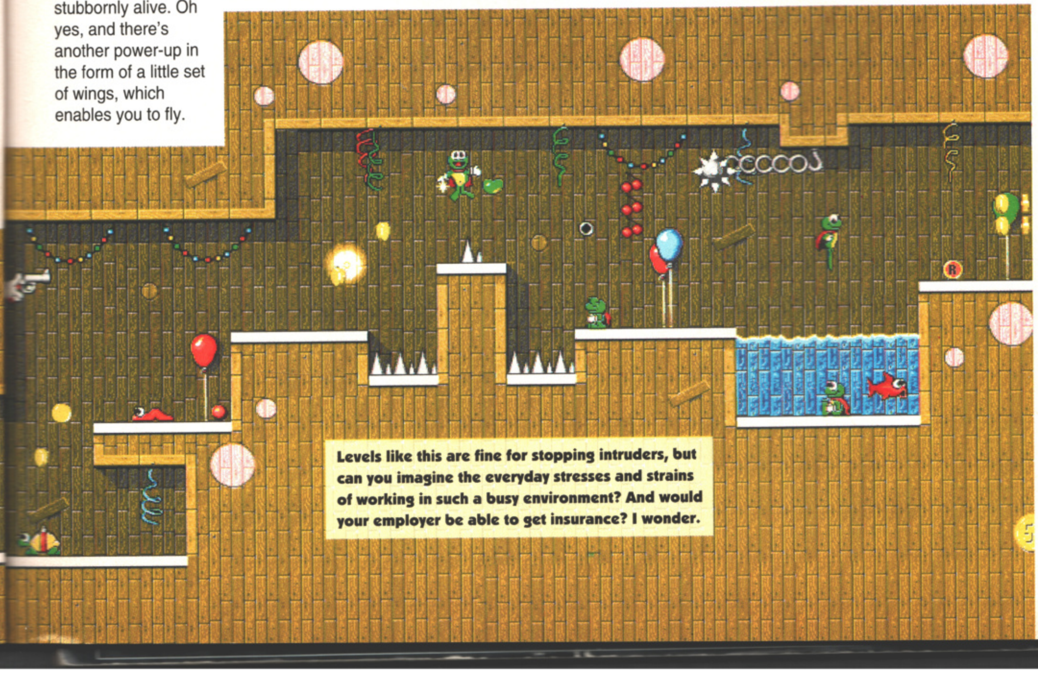
That gratuitous product placement is everywhere!

Flapping your cape a bit isn't the same as flying, fool.

Lobbing this little green chap does all manner of naughty things.

Here's the little green chap again, in pre-pick up mode.

For reasons never explained, hitting mushrooms produces coins.



Levels like this are fine for stopping intruders, but can you imagine the everyday stresses and strains of working in such a busy environment? And would your employer be able to get insurance? I wonder.

UPPERS Great cartoon opening sequence sets the tone for a thoroughly slick presentation. Good sound effects merge well with numerous boppy little tunes, and a plethora of secret passages add longevity to the game.

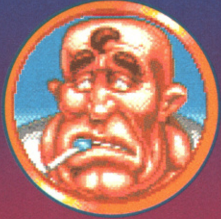
DOWNERS Instant death on the spikes – what a drag, as are the pixel-perfect jumps onto the tops of baddies. Also, some nasties can be jumped on where as others are oddly invulnerable. Finally, why doesn't the character in the game look like the frog in the opening sequence? A small point, indeed, and completely irrelevant to the game, but confusing nonetheless.

THE BOTTOM LINE

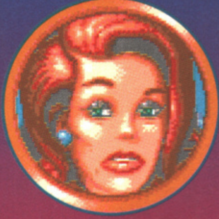
This line's starting to get worn out, but *Superfrog's* (yet) another fast and slick platformer for the Amiga. By now, platform fans must be in their horizontally-scrolling heaven, as the software companies are well up to speed churning out the sort of stuff we end up calling 'cute platformesque romps'. I just found this one, for all its speed, lacking in character and charm. You like platformers? Go for *Arabian Nights* instead – it's more fun, deeper, and far, far more lovable.

THE BOTTOM LINE

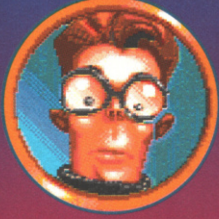
A1200 The game's the same, but the intro sequence is a bit quicker. **78 PERCENT**



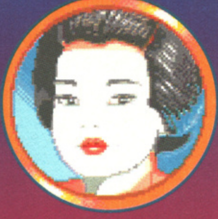
Dino Fagioli, an honest guy who unwittingly attracts trouble.



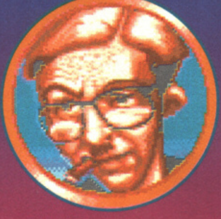
Donna Fatale, a sleazy variety actress intent on achieving success.



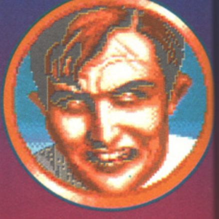
Doug Nuts, nerdy electronics genius and incompetent criminal.



Geisha girl. She sells tea in her own shop, and may prove useful.



Max. Hangs around the Hot Sushi bar. A source of information.



Kos is Max's friend. He's in the middle of writing a video game.

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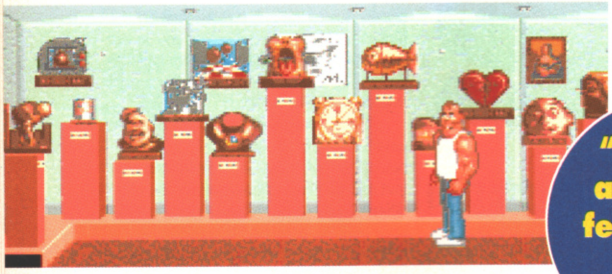
PEOPLE TO MEET, PZIZAS TO GO

NIPPON SA

It's time you got yourself a job, son. A nice safe job? What a cracking idea.



A tricky problem here – how's Dino going to get out of this?

Game: Nippon Safes Inc
Publisher: DMI
Authors: Bruno Boz, Massimo Magnasciutti, Paolo Costabel, Marco Caprelli
Price: £29.99
Release: Out now

The sun was melting on the skyline, like butter on warm bread. The sea looks beautiful at this hour, when day and night make their brief encounter. The fishing boats were clacking in the mild breeze, but apart from that the only noise Tom could hear were the weary sighs of the fishermen as they prepared to make their way home for the night. "If only Katrina would return, I could make this my home," he sobbed, gazing forlornly at the dark brooding clouds as they moved menacingly in towards the harbour.

I'm sorry about that, it's just really hard to start a review about an adventure game, so I thought I'd go for stock intro number seven – the Harbour. Anyway: *Nippon Safes Inc.* The first thing you notice is the international flavour of the game. A look at the list of authors should indicate the Italian background, but it's set in Japan, so it all gets quite confusing. Amusing, too, when the manual hurls us superb pidgin English like "hold down the right button of the noise" and "after getting into the umpteenth scrope he was thrown off the ship". I love it.

> "Straight away you feel you're in for a treat"

The first point of reference with *Nippon Safes Inc* is your *Monkey Island*, *Curse Of Enchantia*-type games. You know, the new (ish) breed of adventures which are the latest word in user-friendly control (you'll have to forgive phrases like 'user-friendly control' – they just come out sometimes). You control your character by pointing with the mouse (or is that noise?) to where you want to go, and the character faithfully follows. The right mouse button brings up a menu which provides you with your basic options – open or close, take, examine and talk.

Having drawn the comparison, I must point out straight away that one of the really nice things about this game is its freshness and originality. Yes we've seen adventure games with similar interfaces, but the look, feel and approach of this one really make it something quite new.

Plot-wise, you're not given a lot of clues to start with. There are three characters involved: the intelligent (but nerdy) criminal Doug Nuts, the strong but extremely stupid Dino Fagioli and the starstruck variety actress Donna Fatale. Great characters, these, and straight away you feel you're in for a treat of a story. The game begins with all three of them ending up in jail for various reasons, not all of them valid, and you take control just as they are set free. Various shifty individuals and mysterious strangers lurk through the narrative and motivate the gradually-intensify

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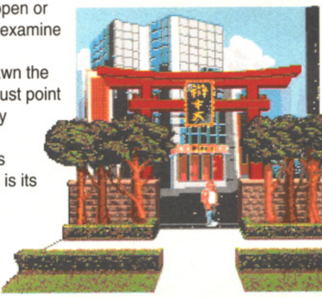
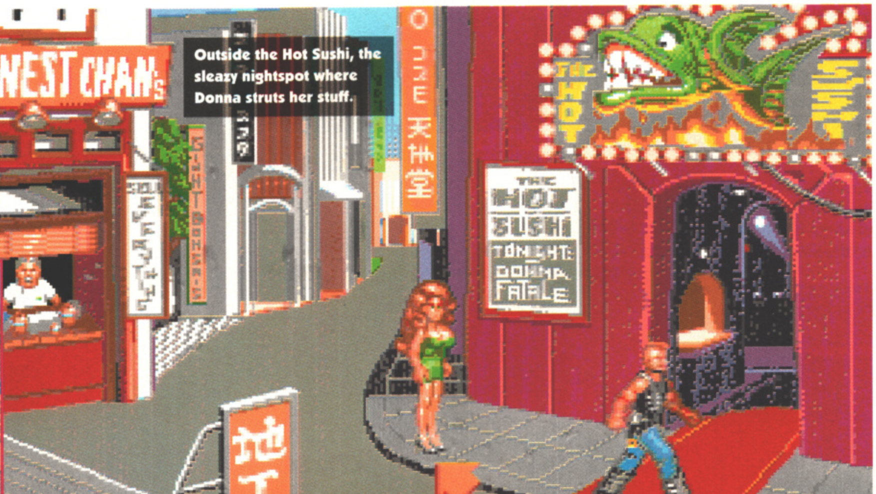
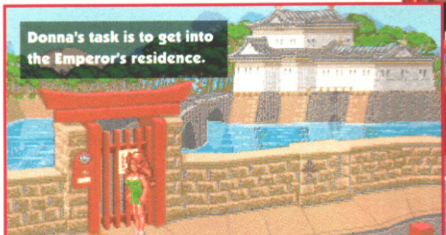


The park is very pretty, but easy to get lost in.



Outside the Hot Sushi, the sleazy nightspot where Donna struts her stuff.



Donna's task is to get into the Emperor's residence.

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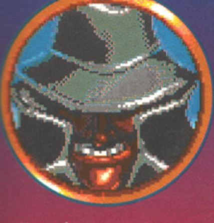
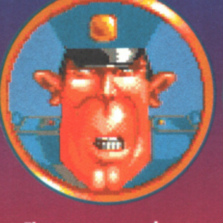
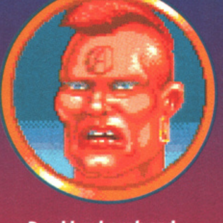


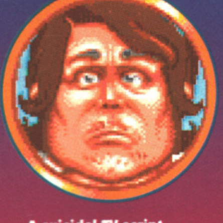
Mysterious stranger who is obviously essential to the plot.



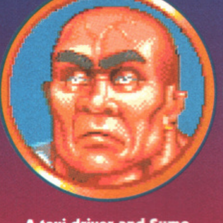
The coppers are always round the corner, so keep an eye out.



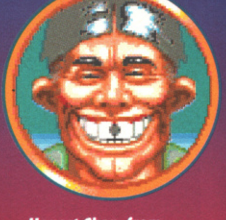
Dead hard punk and anarchist, whose significance eludes me.



A suicidal TV script writer who Dino Fagioli tries to rescue.



A taxi driver and Sumo wrestling enthusiast. Really, it's true.

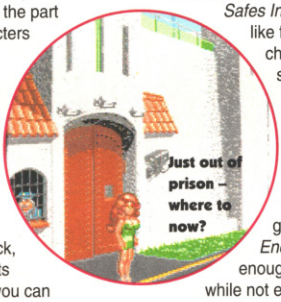


Honest Chan, from whom you purchase essential items.

intensifying mystery that drives the plot.

But here comes the difference – you don't control the characters as a party, you take the role of each one individually. The game authors have dubbed this the 'parallaction' system, as game authors are wont to do when they feel they've introduced something special. The idea is that the three characters' stories run alongside each other, and are indissolubly linked (at the start of the game they've never even met each other).

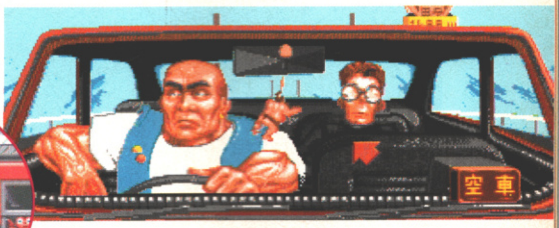
Thus you can play the part of any one of the characters at any time. If you want, you can play one character all the way and finish the game, then go back and play it from one of the other character's points of view. Or you could take the part of Donna until you got stuck, then switch to Doug Nuts and take him as far as you can go, and so on. Whatever character you're playing you cover similar territory to the others, but also find parts of the game that you wouldn't come across, and you bump into the other characters at various points too. Even choosing your character is fun, involving one of those Cosmopolitan-style quizzes to decide who you most relate to.



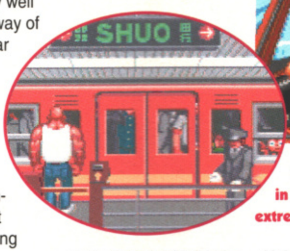
Just out of prison – where to now?

The system is a great idea, and I must say it hangs together extremely well in practice. It's also a very effective way of getting away from the inevitable linear quality of most graphic adventures. Hurrah for that, then. Of course the idea wouldn't be worth much if there wasn't a good game to hang it on, and happily this is most certainly the case with *Nippon Safes Inc*. There's a cartoon-like feel to it, with vibrant characters and intriguing situations aplenty.

There's also a good deal of humour, which is important in an adventure of this sort. *Monkey Island* is packed with chuckles and guffaws, *Curse Of Enchantia* didn't have quite enough laughs, but this one, while not ever having you rolling on the floor, has an overall ambience of light humour which makes it always fun to play. There's even a joke at the expense of itself and *Monkey Island*, when two dodgy characters in the Hot Sushi bar announce they're writing a video game called "The Mystery of Ape Island", to which Doug Nuts replies, "But that's already been done, hasn't it?" *(Ho ho. – Nobody at all)*



Doug's scared out of his mind by the cabbie – and wouldn't you be?



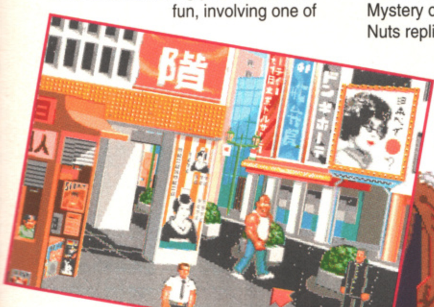
The metro in Tyoko is extremely busy.

A common problem with games of this kind is the level of difficulty. It's very hard to pitch the puzzles right in adventure games, and create the fine balance between intriguing brainstormers and irritating toughness. Again, I think *Nippon Safes* has got the balance just right here. There are parts which will have you baffled for a long while, no doubt, but nothing so unfathomable that it makes you want to give up. Also, you've always got the option of going to one of the other characters, remember, and sometimes their exploits can give pointers on how to make more progress with the others.

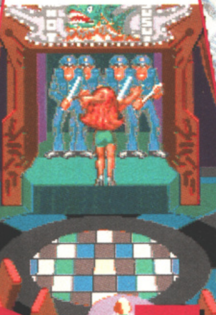
As you might have noticed, there's not a lot to complain about with this game. Its only problem is a common adventure game gripe – too much disk swapping. It comes on five disks, and is hard disk installable, but if you haven't got a HD there are times when it's going to wind you up, especially if you've only got one drive.

The only thing I haven't mentioned is its size, and yes it's big. Very big. It's certainly going to take you a while to finish, and although I'm ethically opposed to games being priced over £25, you do get your money's worth here. Yep, it's cool on all counts. There's nothing left to say then but, er, go out and buy it.

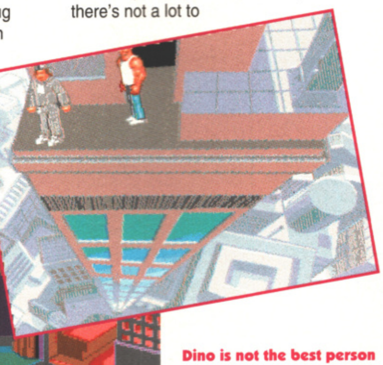
● ***TIM TUCKER***



The square in Tyoko. Tyoko is a fictional Japanese city where a lot of the action in the game takes place.



Donna is arrested just as she goes into her 'special' act.



Dino is not the best person in the world to talk someone out of a suicide attempt, 'cos he's stupid.

FES INC

▲ **UPPERS** Great graphics, thoroughly enjoyable plot, superb 'parallaction' system (yes, 'parallaction' – read the review, you lazy git), lashings of humour and just an all-round top adventure game really.

▼ **DOWNERS** Some of the translation (it's written in Italian, with four language options) is a bit rough, but you always understand what's going on. I don't like this trend of games sneaking up to the thirty quid plus mark and hoping we don't notice, though. Too expensive, but worth it in the end, I suppose.

THE BOTTOM LINE

An enormous amount of fun is abroad, and can be found on five disks with the words *Nippon Safes Inc* written on them. Er, in other words it's really good. Adventure gamers should buy immediately.

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ANSWER ME!

Just reply to these simple questions and you could win £100 of skill software...

How long have you owned an Amiga?

☐ Over two years
☐ Between a year and two years
☐ Six months to a year
☐ Less than six months
☐ Since Christmas
☐ Less than a month

What sort of Amiga do you own?

☐ Old-style Amiga 500
☐ Amiga 500+
☐ Amiga 1000
☐ Amiga 1500/2000
☐ Upgraded Amiga 500
☐ Amiga 600
☐ Amiga 1200
☐ Amiga 3000/4000

If you are thinking of upgrading, what machine will you be buying?

Why have you chosen that particular model?

What other machine/s do you own?

☐ C64
☐ Sega Master System
☐ NES
☐ PC Engine
☐ Mega CD
☐ Atari Lynx
☐ Atari ST
☐ Spectrum
☐ SNES
☐ PC compatible
☐ Game Boy
☐ Mega Drive
☐ Amstrad CPC
☐ Neo Geo
☐ Amiga CDTV
☐ Game Gear

Do you intend to buy any of these machines in the next six months? If so, which ones?

What are your favourite kinds of games? (Put a 1 next to your favourite, a 2 next to your second favourite and so on, with an 8 next to the kind of games you like the least.)

☐ Arcade adventures
☐ Platform games
☐ Shoot-'em-ups
☐ Beat-'em-ups
☐ Puzzle games
☐ Role-playing games
☐ Driving games
☐ Simulations

How many full-price games will you buy in the next three months?

☐ None
☐ 11 to 15
☐ Two to five
☐ 16 to 20
☐ Six to ten
☐ More than 20

How many budget games will you buy in the next three months?

☐ None
☐ 11 to 15
☐ Two to five
☐ 16 to 20
☐ Six to ten
☐ More than 20

How many new PD disks will you buy in the next three months?

☐ None
☐ 11 to 15
☐ Two to five
☐ 16 to 20
☐ Six to ten
☐ More than 20

How much do you spend on games each month?

☐ Less than £5
☐ £20 – £30
☐ £50 – £100
☐ £5 – £10
☐ £30 – £40
☐ Over £100
☐ £10 – £20
☐ £40 – £50

Where do you buy most of your games?

☐ Through mail order
☐ Chain store
☐ Independent store
☐ Exhibitions/computer fairs

If you buy through mail order, how many companies do you use?

☐ Always the same one
☐ A large variety
☐ The same two or three
☐ Depends

When buying through mail order, what influences your choice of company?

☐ Price
☐ Selection available
☐ Size of advertisement
☐ Location
☐ Familiarity with company
☐ Design of advertisement

On average, how much time do you spend playing games a week?

☐ Less than two hours
☐ Five to nine hours
☐ 16 to 20 hours
☐ Two to four hours
☐ Ten to 15 hours
☐ Over 20 hours

Roughly how many Amiga games do you own? (That's 'proper', boxed games, not PD or coverdisk ones.)

☐ Up to ten
☐ 60 to 100
☐ 11 to 30
☐ Over 100
☐ 30 to 60

Which of the following magazines do you buy?

☐ Amiga Format
☐ CU Amiga
☐ GamesMaster
☐ Amiga Computing
☐ Amiga Action
☐ The One Amiga
☐ CVG
☐ Amiga Force

If you've ticked any of the above, please rate them out of ten:

☐ Amiga Format
☐ CU Amiga
☐ GamesMaster
☐ Amiga Computing
☐ Amiga Action
☐ The One Amiga
☐ CVG
☐ Amiga Force

Please rate AMIGA POWER out of ten ☐

What other computer magazines do you buy?

How often do you buy AMIGA POWER?

☐ I'm a subscriber
☐ Most months
☐ Not very often
☐ Every single month
☐ Now and then
☐ This is the first one

If you are, or are thinking of becoming, a subscriber, what is the main reason for this?

☐ To guarantee your copy
☐ To save time and effort
☐ To save money
☐ For the special offers
☐ To cover yourself against price increases
☐ Other (Please state reason) ______

______

When buying a game, what influences your choice?

☐ AP reviews
☐ Advertising
☐ Other mag reviews
☐ Packaging
☐ Word of mouth
☐ A hunch

Please rate the following sections of AMIGA POWER issue 26 out of ten:

☐ Cover
☐ True Stories
☐ The Shape Of Things To Come
☐ Who Do We Think We Are?
☐ Cute feature
☐ Diary Of A Game
☐ Budgets
☐ Do The Write Thing
☐ The Bottom Line
☐ Coverdisk pages
☐ Charts
☐ Main Reviews
☐ One-page Reviews
☐ Competition
☐ Tips pages
☐ Points Of View
☐ PD
☐ The Right Profile

Would you like to see more or less of the following items? Or is the current amount just right?

	More	Same	Less
Coverdisk pages	☐	☐	☐
True Stories	☐	☐	☐
Charts	☐	☐	☐
The Shape Of Things To Come	☐	☐	☐
Who Do We Think We Are?	☐	☐	☐
Main Reviews	☐	☐	☐
One-page Reviews	☐	☐	☐
Features	☐	☐	☐
Competitions	☐	☐	☐
Diary Of A Game	☐	☐	☐
Tips pages	☐	☐	☐
Budgets	☐	☐	☐
Points Of View	☐	☐	☐
Do The Write Thing	☐	☐	☐
PD	☐	☐	☐
The Bottom Line	☐	☐	☐
The Right Profile	☐	☐	☐
The Coverdisk	☐	☐	☐

Please rate the programs on the AMIGA POWER issue 26 coverdisk out of ten:

☐ Graham Gooch Cricket
☐ Defender
☐ Galaxia
☐ Biplanes

Do you think that the ratings AMIGA POWER gives to games are:

☐ Too tough
☐ Too girly
☐ Just right

How old are you?

☐ Under ten years old
☐ 19 – 25
☐ Ten – 14
☐ 25 – 30
☐ 15 – 19
☐ Over 30

Are you:

☐ Male
☐ Female

Are you:

☐ At school
☐ Unemployed
☐ At college/university
☐ In full-time employment

If in full-time employment, what is your general occupation?

☐ Professional
☐ Computer
☐ Manual
☐ Office
☐ Creative
☐ Company owner/manager
☐ Crafts/Tradesperson
☐ Emergency/Armed services

What is your approximate annual income?

☐ Pocket money
☐ £1000 – £4999
☐ £8000 – £12,000
☐ £16,000 – £20,000
☐ Under £1000
☐ £5000 – £8000
☐ £12,000 – £16,000
☐ Over £20,000

Do you have a bank/building society account?

☐ Yes
☐ No

If not, are you intending to open one within the next six months?

☐ Yes
☐ No

Now you can't play computer games all the time, so please rate the following pastimes out of ten:

☐ Watching/playing football
☐ Watching/playing other sports
☐ Reading comics/books
☐ Buying/listening to records
☐ Going to pubs/clubs
☐ Going to the cinema
☐ Watching TV
☐ Bike riding
☐ Going to see bands
☐ Charity/voluntary work

What sort of AMIGA POWER would you most prefer?

☐ £2.50 with no coverdisk
☐ £3.95 with two coverdisks
☐ £3.50 with one coverdisk

What's your name, and where do you live?

Name ______

Address ______

______

______

Please tick here if you do not wish to receive direct mail from other companies ☐

Send your completed questionnaire to AMIGA POWER READER SURVEY 1993, 30 Monmouth St, Bath BA1 2BW. And if yours is the form that we pick out of the funtastic AP mailbag, then we'll send you £100 worth of top Amiga games. So get posting!

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AMIGA FORMAT Cover Disk 47

B-17

Fully playable demo of Microprose's latest World War II bomber simulation

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One complete level of the new storming shoot-em-up from Euphoria

+ Amos Source Code Tutorial Files

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Our seven page international guide reveals all!

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You shouldn't be without one, but which one?
Find out in our complete round-up

REVIEWED: SuperFrog, The Ancient Art of War in the Skies, Sink or Swim, Whale's Voyage Retina, Europress' ADI Junior, Rave, Adorage, Order, G-Lock

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HELLO!

Right then. What's happening on this page? We're trying to sell you another magazine, aren't we? Well, in a word, yes. We shan't beat about the bush, we shan't fudge the issue and there will almost certainly be no shilly-shallying. We'll just get on with it...

We know you've just lashed out the best part of three or four quid buying this mag, and you're probably quite enjoying it. So the idea of heading back to your local newsagent's is probably not particularly appealing. We can understand that.

But the point is that GamesMaster magazine isn't optional. It's essential. It's the only place where you'll get a true overview of the whole video games scene, every month. Each issue comes bursting with reviews, previews, tips, cheats and features guaranteed to keep your games knowledge at its peak.

This month, for example, our featured stories are the arrival of a new Super NES Batman beat-em-up, the launch of the UK Mega CD, East 17 and Said Florence's Celebrity Challenge and a background look at Probe Software – Britain's leading development house.

There's a full 40 pages of software reviews, 20 pages of tips and, er, 2 pages of Dominik.

So there we have it. The latest issue is out now, and at the thoroughly inexpensive rate of £1.95, the question you've really got to ask youself is – can I afford to be without it?

Britain's biggest-selling games magazine!
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50 NEW GAMES!
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Sega! Nintendo! Amiga! More!
Issue Five
May 1993
MEGA CD
The future of Mega Drive gaming is here! Check our reviews of three new titles on page 26!
INSIDE: TIP FRENZY! CHAOS ENGINE, STARFOX, SUNSET RIDERS, SF 2, MORE
MEGA DRIVE
Cool Spot, Tiny Toons, Summer Challenge
SUPER NES
Lost Vikings, King Arthur's World, Robocod
AMIGA
Body Blows, Desert Strike, Lion Heart
DOMINIK!
Read all about his day out at Delphine in Paris!
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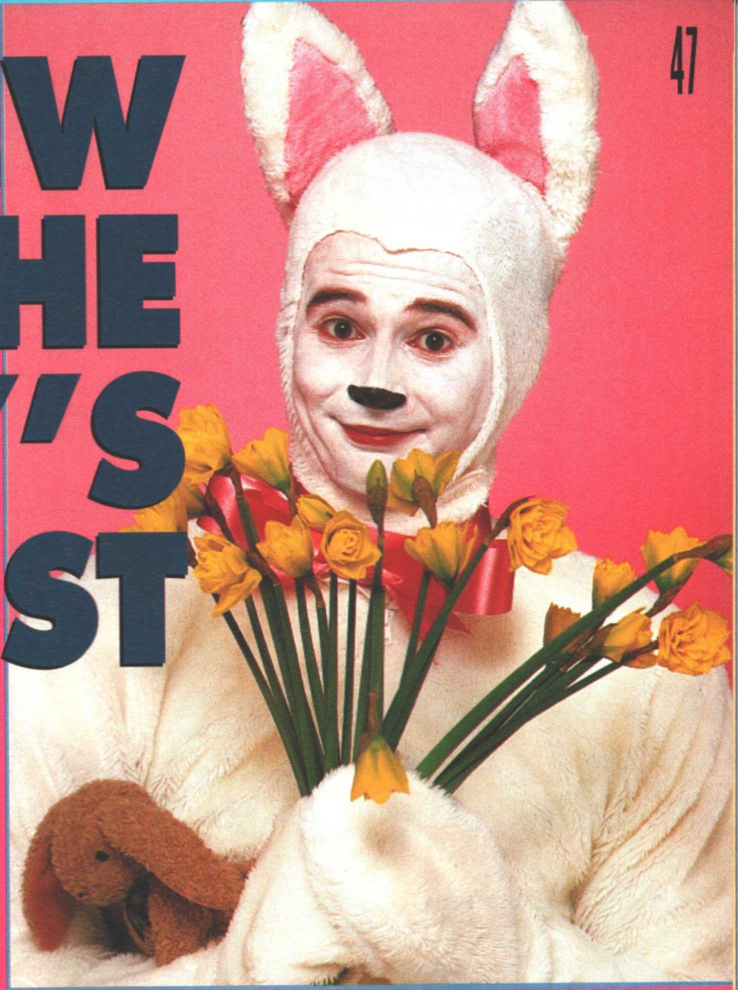
Hundreds of vids! Loads of posters! And a couple of hats!
PLUS
The Hit Factory! We 'Probe' Britain's leading games programmers!
BAT'S ENTERTAINMENT!
The Dark Knight returns in an all-new SNES adventure, and it's great! See page 51
EAST 17 AND SAID FLORENCE IN BUMPER BAR-ROOM BRAWL!
London's finest star in our claret-splattering Streets of Rage challenge! Rush to page 44!
Future Publishing
CHANNEL FOUR TELEVISION

ONE FLEW OVER THE CUTESY'S NEST



It's not all war and shooting in Mark Winstanley's head. Well, not any more. Nowadays he likes nice games too.

I'm sorry, I'm sorry, I'm so very, very sorry. The doctors here have been ever so understanding. I like the doctors. They've fed me, they've given me little tablets that make all the Bad Things go away, and they've even given me a room of my own. It's lovely, and they've carefully covered all the walls and the floor with soft cushions so that if I fall over, I won't hurt myself. Most of all though, they've made me see how very, very sorry I should be. They've shown me the article I wrote last month, and I now realise that it was a Bad Thing. A very, very Bad Thing.

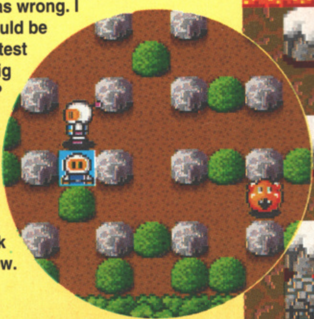
I'm sorry.

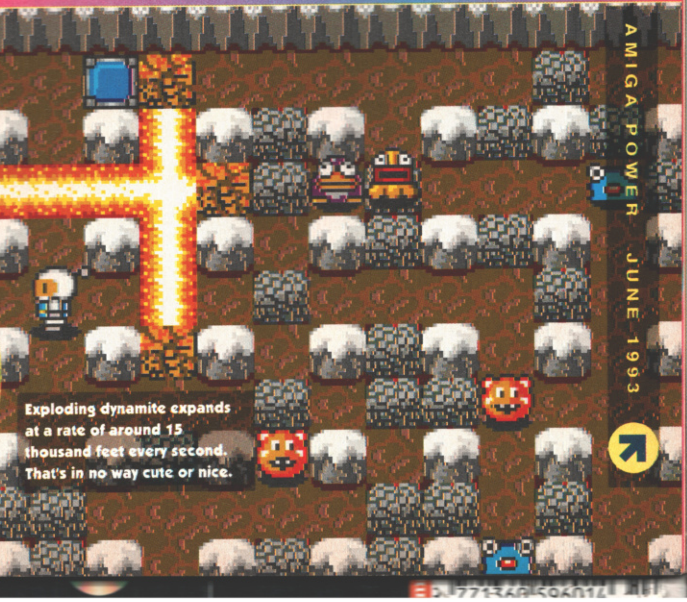
Doctor Leary's given me some paper and crayons to write things with. Occupational therapy, he calls it, he says I should purge all the Bad Things out of my system. He says I should write about pretty, nice games. I like Doctor Leary. Looking back on it, I find it hard to believe that I could write about all that blood and all those guns. He tells me that I've got to realise that guns are not big or clever. Sometimes it feels like it was someone else who wrote that article, but then I look at the pictures and it's me, and I get all confused. Then the nurse brings me my pills, and I don't feel confused any more, just sleepy. I like the nurses.

DYNABLASTER

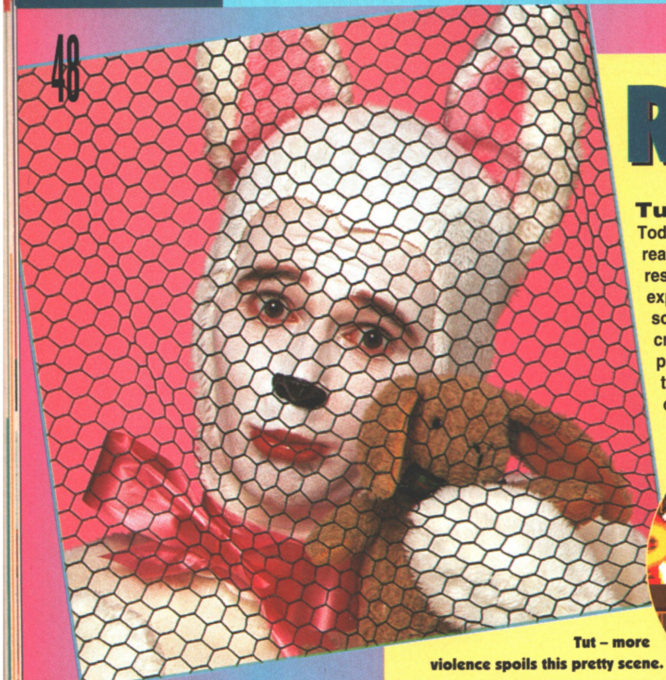
Monday

Oops, choosing *Dynablaster* was a big mistake, but the doctors helped me see how very, very wrong I was. I don't like the punishment therapy, but now that the lights and noises have stopped I can see I was wrong. I mean, at first I thought it was a real cutie – what could be nicer than getting together with four of your bestest pals, and controlling funny little men around a big maze, being chased by funny little blobby things? "But what," said Dr Voorhees, as he adjusted the settings, "what you forgot to think about was what the game makes you do to your pals." And Dr Voorhees is always right. You collect bomb and flame power-ups, and try to blast your friends to little pieces. I used to think this was fun, I used to play it all the time, but then again I used to think that guns were sexy. I must try harder tomorrow.

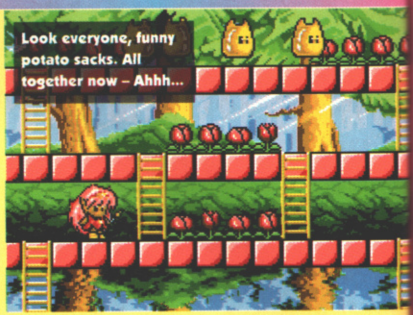




Exploding dynamite expands at a rate of around 15 thousand feet every second. That's in no way cute or nice.



RODLAND



Look everyone, funny potato sacks. All together now – Ahhh...

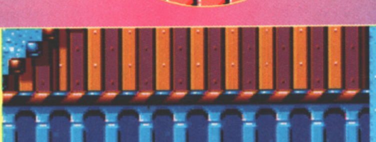
Tuesday

Today, dear reader, I weep big tears of grief. I tried, I really did, but Dr Myers had the straps on the restraining couch tightened even before I'd finished explaining. *Rodland* is just so cute (I thought) and so massively lovable (I thought) that no one could criticise it as a choice for even small children to play. What could be more nicerer than two kiddies trying to rescue their mummy from the clutches of a nasty monster in a far-off magical land? With only a magical rod to bop the baddies, and an enchanted ladder to get them out of trouble, these lucky boys and girls tumble playfully around the platform levels avoiding baddies almost as lovely and fluffy as themselves. Weeping sharks in wellies, startled sacks of potatoes, lobsters, mad bunnies and nubbly-nubbly nee squirrels – they're all there, and you've got to stop yourself from stopping and stroking them.

BUT – I overlooked the horribly graphic scenes of violence as you beat the life out of these defenceless creatures. And I forgot about the bombs too, the weapons of mass destruction that tear the lives out of other living thingies. Dr Myers tells me that hidden beneath the cute surface, *Rodland* is in fact a modern day parable preaching the virtues of the the totalitarian arms trade from South Africa, and I for one believe him.

Tut – more violence spoils this pretty scene.

ROBOCOD



Funny tummy stretching antics, couldn't you just hug him?

Umm..

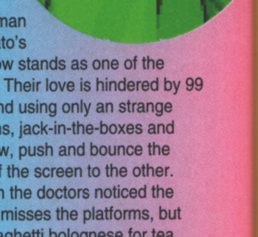
When he saw what I'd chosen for today, Dr Gein phoned ahead and got his friends to order some extra prescription forms. By the time I'd told him that he'd got it all horribly wrong and that this game had nothing to do with the nasty nasty film of nearly the same name, he'd pulled down his big book of special medicines from the shelf and had poured me a glass of water. But then he calmed down and said he was very pleased at my progress. Jumping from the deep blue briny, the hero James Pond is a funny little goldfish who's protected from the dangerous lack of water by his extendable Robocod suit. It's extendable because it, well, extends really, allowing you to reach up to the top of levels. Doc was delighted that the most confrontational event in the game was bouncing on a baddie's head, and that active co-operation between Robocod and various friendly planes and cars was not only encouraged but also rewarded. But I still had to take my tablets. Something to do with me being such a special experiment boy, I think. As I slept that night, I dreamt of fish. On skateboards.

Just to show you how fluffy this game is – the teddy's by far the scariest bit in it.

"Hello" said the hero fish. "Hello" said the funny little man, "aren't we ever so nice?"

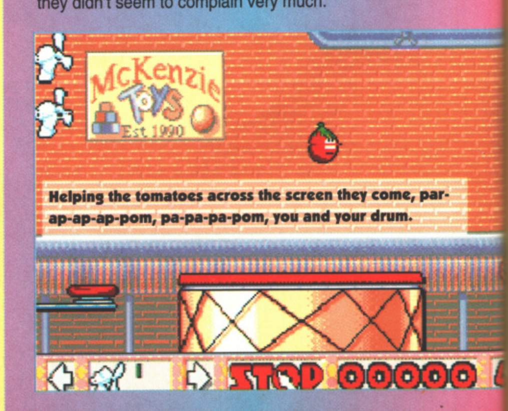
Robocod wiggles his flippers and looks all flubby-lubby-lee.

BILL'S TOMATO GAME



Errr... Monday?

I've got it now, I've got it! As me and my cell were being hosed down this morning, the icy water enabled me to get into a better and friendlier state of mind. Bill was a nice man who wrote this story of a tomato's love for another one, and it now stands as one of the greatest romances of all time. Their love is hindered by 99 levels of funny puzzlement, and using only an strange blend of bizarre things like fans, jack-in-the-boxes and trampolines, you've got to blow, push and bounce the lovely friends from one side of the screen to the other. There were stern frowns when the doctors noticed the tomato bursting whenever he misses the platforms, but seeing as we were having spaghetti bolognese for tea, they didn't seem to complain very much.

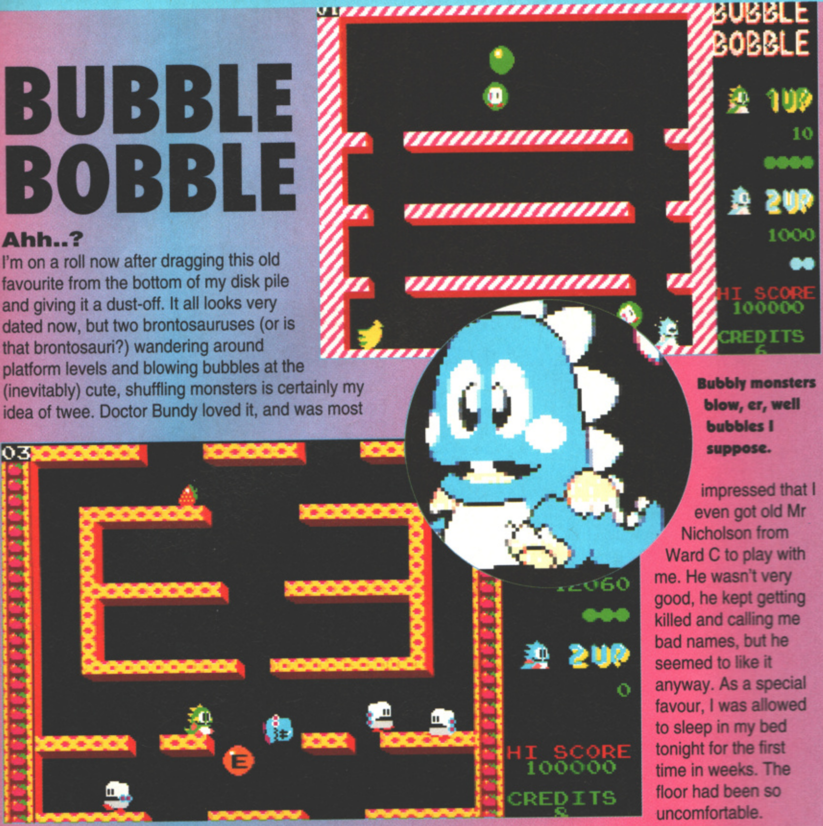


Helping the tomatoes across the screen they come, par-ap-ap-ap-pom, pa-pa-pa-pom, you and your drum.

BUBBLE BOBBLE

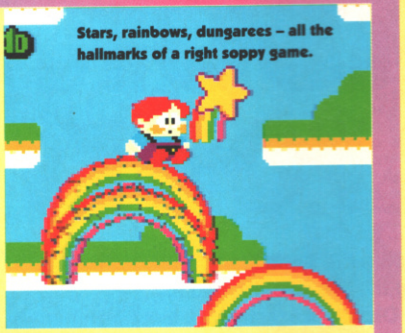
Ahh..?

I'm on a roll now after dragging this old favourite from the bottom of my disk pile and giving it a dust-off. It all looks very dated now, but two brontosauruses (or is that brontosauri?) wandering around platform levels and blowing bubbles at the (inevitably) cute, shuffling monsters is certainly my idea of twee. Doctor Bundy loved it, and was most impressed that I even got old Mr Nicholson from Ward C to play with me. He wasn't very good, he kept getting killed and calling me bad names, but he seemed to like it anyway. As a special favour, I was allowed to sleep in my bed tonight for the first time in weeks. The floor had been so uncomfortable.



Bubbly monsters blow, er, well bubbles I suppose.

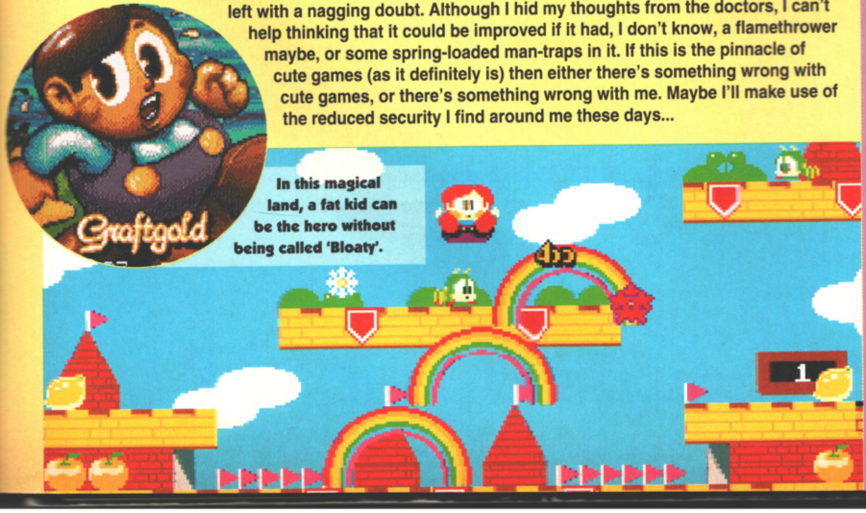
RAINBOW ISLANDS



Stars, rainbows, dungarees – all the hallmarks of a right soppy game.

Monday?

Doctor Kreuger forgot to give me my medication this morning, but I'm sure won't matter. This is it, this is the one. After a week of soul searching, I've reached the pinnacle of lovableness, the summit of cotton-wool-stuffed, velveteen-lined, lacy-trimmed niceness. This time there was no-one to fault my choice or doubt that this game was so pacifist, it wouldn't even hurt a fly. Moving on from yesterday's choice, it seemed wise to stick with the two-player theme, and it's been such a winner that they're allowing me back on the ward tonight. Equipped only with magic rainbows, the heroes have to get to the top of each level before the island sinks under the waves. They manage this by climbing up the rainbows, which crumble away after a few seconds. All manner of cute nasties are done away with by trapping them under the curve of your rainbow. Lovely? Certainly. Playable? Undoubtedly, but I'm left with a nagging doubt. Although I hid my thoughts from the doctors, I can't help thinking that it could be improved if it had, I don't know, a flamethrower maybe, or some spring-loaded man-traps in it. If this is the pinnacle of cute games (as it definitely is) then either there's something wrong with cute games, or there's something wrong with me. Maybe I'll make use of the reduced security I find around me these days...



In this magical land, a fat kid can be the hero without being called 'Bloaty'.

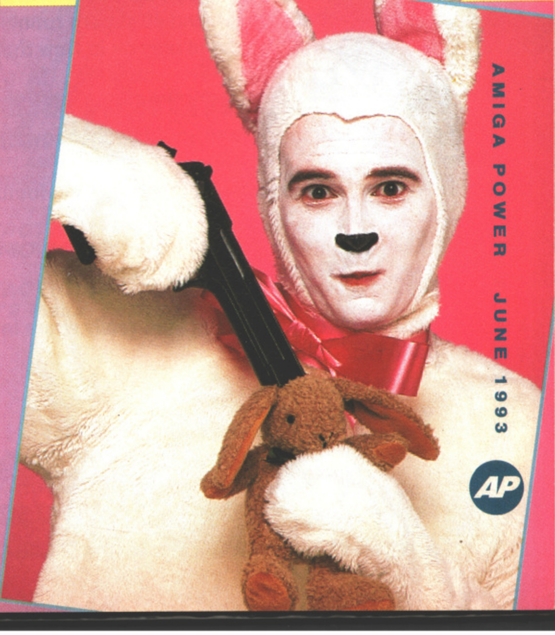
THE WESSEX SCOT INTERCITY 125

Wednesday (I think)

The towns flash by as I put as many miles as possible between me and the hospital while I finish off these notes. My brain's clear and unfuddled by chemicals, and as a final, desperate attempt at sensible journalistic integrity, I feel I've got to state the cases for and against so-called 'cute' games that have permeated my being to the very core for the past, er, week. Or was it a month?

A packet of twee – Cute games are pure fantasy, and never show anything that could be considered violent, well, no more confrontational than any Saturday morning cartoon show. In a world of overt sexism, cute games come out tops in the politically correct stakes, as the heroes are often heroines, and the games appeal to both sexes, rather than many of the more 'boysy' titles involving guns and tanks and things. These are the facts that makes everyone agree that cute games are great for young children, indeed the entire family, but I now have my doubts. I believe that there is a darker, more sinister side to these sweet games.

Sickly sweet conspiracy theory – The point of games is to have a good time, and I feel that a lot of this enjoyment is derived from the cathartic purge of unwanted feelings. So if you're feeling down, you play a cheery platformer and shed those blues, and if you're angry at your neighbour, a quick shoot-'em-up will purge you of all your violent feelings. That's the idea at least, but when you get to the cute games, where's the purge? Does knocking something resembling a gonk off a platform amid a shower of pretty stars give you a feeling of achieving something? Maybe for you, but not for me, matey. Show me a game featuring bunnies, and I'll show you a game that winds me up. Show me a game, though, where you can call down napalm on your enemy, or press key F1 to bite your opponent's face off – now that's what I call entertainment. ●



AND AMIGA POWER ARE PROUD TO PRESENT A *GOAL!* COMPO

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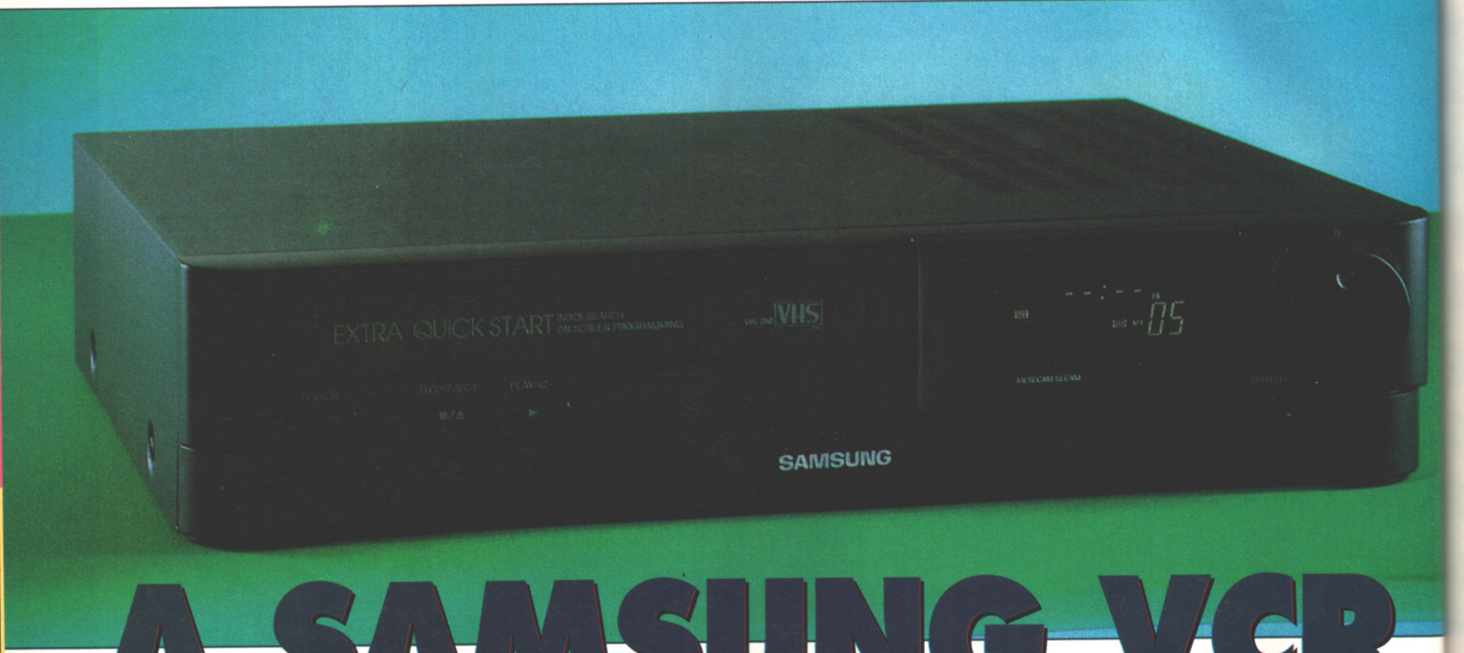

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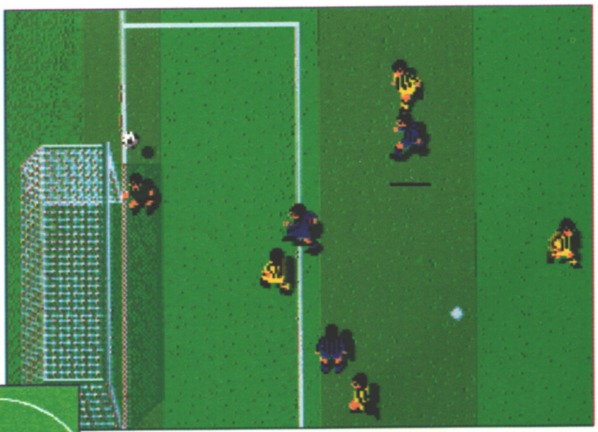
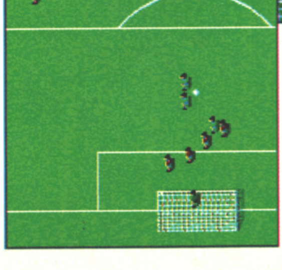
THE COMPETITION BIT

Fancy some of that? Then you'd better know the answers to these...

1. What are the dimensions of the *Goal!* in football?
2. Who captained a World Cup winning team, while playing in *Goal!* (ie as a goalkeeper)?
3. How many *Goal!*s did England *really* score in the 1966 World Cup Final?

Send your answers to:
Russian Linesmen? Bloody Amateurs, AMIGA POWER, 29 Monmouth St, Bath BA1 2DL.





RULES & REGULATIONS

- Anyone who works for Future Publishing or Virgin or Samsung or Adidas will get sent for an early bath if they try to enter this compo.
- The final whistle for entries will blow on June 30th 1993.
- Stuart's having the absolute last say this month – so no arguing. Have you ever *tried* arguing with Stuart? You wouldn't enjoy it, believe me.

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DIARY OF

The story so far: the Hidden programming crew (pictured left) are writing a game about spit. Intrigued? Now read on...

1993 JANUARY Monday 4

The Christmas holiday is over, so what better way to settle down to the New Year than to do some work on *Spodland*? With Will all tied up (oo-er!) doing the programming for *Dong*, I decided to pop out and see some old chums at Dome software. Basically, I wanted their opinion on what they thought of the claymation concept for the Spods. After approximately 97 cups of coffee and endless 'umming' and 'ahhing', the response was a measly, "Well, it's quite nice." Not exactly the "Wow! Amazing stuff!" reply that I was hoping for. So I'm really at a loose end at the moment – I don't know whether to continue with the claymation stuff, or go back to a more console-esque look.

1993 JANUARY Monday 11

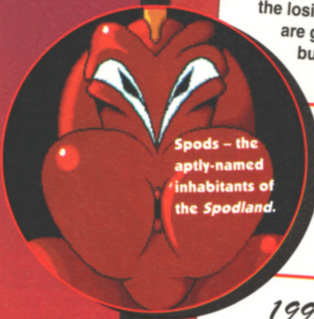
Worked on *Dong* for most of this week, though I did decide that I wasn't happy with black and white pictures for the *Spodland* 'spit-at-the-celebrity' sub-game. I wanted them in colour! I told Will that I wanted a program which would convert a HAM piccy to a 32-colour one, and I wanted it by yesterday. I'm on a bit of a power trip today.

1993 JANUARY Monday 18

Will came up with a program which did the job. I haven't digitised any celebs yet though, so I made do with a piccy of a tiger and converted that. The result was excellent – three smug grins. Writing games is such fun.

1993 JANUARY Wednesday 20

I thought of another sub-game today. This one puts the winner of the main Spod Spitting Tournament at the bottom of the screen. He/she/it has a large pile of gold which needs to be protected. To make things a bit more interesting, all the losing Spods keep trying to steal the gold. The Spods are going to move down the screen on different paths, but rather than just making them move in a straight line I'm going to let them jump left and right too. But they can't just move downwards as the Spod at the bottom can spit at the descending Spods and knock them upwards to the top of the screen. When the timer hits 0, the Spod who's managed to get to to the bottom of the screen keeps the gold. The whole concept is similar to those 'crush a crab' machines that you get in the arcades. *(If you say so. – Ed)*



Spods – the aptly-named inhabitants of the *Spodland*.

1993 JANUARY Friday 22

Today I showed Will's excellent piccy-changing program to Paul (the bloke who does our 3D stuff). He was most impressed: "Not bad – but doesn't *DPaint 4* do the same thing?" We quickly loaded up *DPaint 4* and... oops! He was right. *(Good grief. Are we still sure these are the right people for the job? – Ed)*

1993 JANUARY Monday 25

But enough serious techy talk. Here's a joke for you:

Q: I say, I say, I say, how many programmers does it take to change a light bulb?

A: None. They'll just tell the graphic artist that it was his fault it's all wrong and, as he's changing the light bulb, he might as well re-decorate the whole room.

Yep, today Will showed *Dong* to me and Simon. It was definitely faster and smoother, but all the graphics were completely bodged. So they all had to be redrawn, remapped and resized. Argh! All the graphics that were sprites are now 'bobs' (blitter objects), and vice versa. The main difference between the two is that sprites have their own 16-colour palette, while bobs can use a much wider range of colours on the screen. Of course, what this really means is that we've now got a hell of a lot of work to do and that I'm ever so slightly annoyed!

A GAME...

1993 MARCH — Monday 1

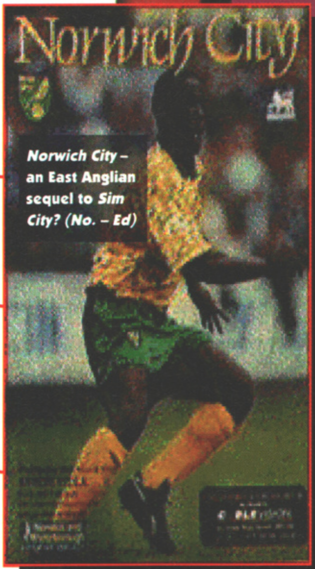
After a long period of rest on the *Spodland* project (due to work on the recently re-titled *Donk* – WH Smiths objected to 'Dong' for some reason), I found the only floppy disk containing all of the work I'd done so far. After wiping away the dust and loading up the piccies, I decided that the claymation concept was still the best look for the Spods in the game. However, I'm not exactly Tony Hart when it comes to sculpting, so I've decided that I'm going to design the rest of the Spods, and get someone else to actually make them. The question is, who?

1993 MARCH — Thursday 4

Keeping with the real-life Spod look, and still in a decisive mood, I decided that I would make the Fight Arena look like the secret little magic corner which everyone has at the bottom of their garden. *(I know I certainly do. – Ed)* After getting some stones from the beach, polishing them up and arranging them in my garden, I had to video it really quickly before the rain set in. The result, once digitised, looks nice. Very nice, actually.

1993 MARCH — Thursday 11

Today I pondered the ways of saliva. How does spit actually fly and move, and, more importantly, how does it splat when it hits the target? I devised a test, basically involving spitting at various objects in the garden, all set at various distances from where I was standing, and making notes on how the spit got there. *(Don't try this at home, kids: your mum'll give you such a clip round the ear. – Ed)* It didn't really prove much other than the more pressure you use, the further it goes. Not exactly ground-breaking stuff, but it can be translated so that the longer the fire button is held down, the more powerful the spit.



Norwich City – an East Anglian sequel to *Sim City*? *(No. – Ed)*

1993 MARCH — Tuesday 16

Really grossed everyone out today when I tried to digitise my spit.

1993 MARCH — Wednesday 24

Went to see Norwich City walk all over Aston Villa today *(Well, it sure beats football. –Ed)*, and who should I see there but Jon Hare from Sensible Software! I should have guessed that the person who wrote the best footy game ever would support the best team ever – up the City! *(That's enough of that. – Ed)*

1993 MARCH — Monday 29

Managed to drag Will away from coding *Donk* to do a bit of coding for the Spods.

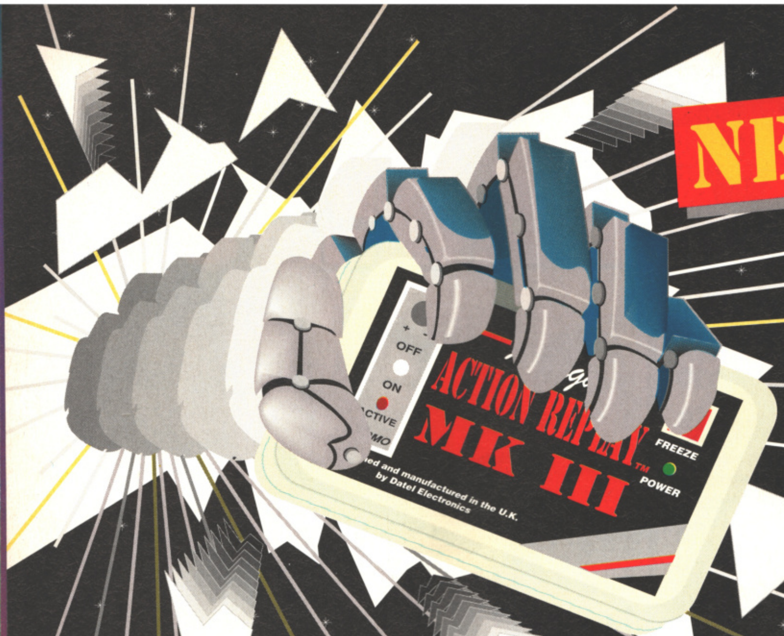
1993 MARCH — Wednesday 31

Will presented me with the start of the *Spodland* source code. This mini-listing deals with the setting-up of the base pointers, one for the hardware and one for the variables. Apparently these are used to help speed up the program and make it easier to read. They then switch off the system, which stops all of the Direct Memory Access (DMA) and interrupts.

This makes the Amiga suddenly all vulnerable and unprotected, enabling it to do things it wouldn't normally do. Will likes to think of as a blank book, waiting to be written in. He's a bit poetic that way. The main guts of the program are then initialised, followed by the main loop of the program – which I'll tell you about later.

Anyway, that's your lot for now. If you've got any ideas for *Spodland*, please send them in – it is the AMIGA POWER game, after all. So, until next time, this is Craig saying 'Byeeee!' *(Do that once more and you're fired. – Ed)*

For the first time ever, we bring you exclusive claymation-style footage of *Spodland*. Spit on!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COMPLETE control

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THE CHAOS ENGINE

(Renegade)

This is another really big, important game that's attracted lots of attention from the more tip-minded among you. What we'll do is present a random assortment of your thoughts on the game, ranging from sets of codes to cheats and general tips.

Here's a typical example, from Stephen Jacques of Newbiggin-by-the-Sea: "On world one, level four, proceed to the left (the long way round) and then up to the left until you find the entrance to a forest which should be on the right side of the screen. Don't enter yet, though. Go left and up a bit more until you find a party power star. Collect it and run back to the forest entrance before the countdown runs out.

"After appearing in the forest you should notice both characters are powered up in firepower and speed, just as if you had collected the party power star, but there is no countdown so your characters remain like this until you lose all your lives. I'm not sure if this works in two-player mode, but it does in one-player and CPU mode."

And here's another, this time from Nick Bridger of West Malling: "I've found the following cheats for *Chaos Engine*. Go to one-player and CPU and then, on the password screen, type:

HHGGFFDDCCB for Thug and Preacher with 13 lives each and 57814 cash, or

JJHHGGFFDDCC for Navvie and Brigand with 8 lives each and 10605 cash."

Giang Tong of Bristol starts off: "I've found these one-player passwords, which start you on world one, level one:

BBKMWQW#8R35 to be Brigand and Gentleman,

BBJMQWQ#5R35 to be Mercenary and Navvie,

BBJLQWQ#5R35 to be Mercenary and Thug..."

And so it goes on for ages and ages, with subtle variations on this one password, and gets a bit boring, to be honest. So we'll cut him off there and move onto Anon of Coventry, who's simply got some level codes: "They're for Navvie (human) and Brigand (computer):

GVVCH5DMS7#N – world two
V35076X6S7WH – world three
6UCDXU25S7V2 – world four."

Ian Williams of Bedford has a rather bolder claim to make: "For the last word in *Chaos Engine* power-ups, enter the two-player password **N#F04C56Q2M0**.

"This will put you in world two with full power-ups and a fat wad of money. And as if that wasn't enough, when you finally reach B's Chaos Engine Boss it's impossible to die! Thereafter, worlds three and four can be accessed via the following two codes:

QHRCKH2Q3TN7 and
TX9K97LWCX38."

Sick of *Chaos Engine* codes yet? Tough. "While playing *Chaos Engine*, I must have copied one of the level codes down wrong or something," admits Maurice V Crey of Maasskluis (which is probably in Belgium). "Because, when I restarted the next day, I found that my party's fortune had grown considerably. I could buy anything at all, and it didn't take me long to finish this great game. Mind you, even with virtually infinite money this game is no pushover.

"I found the codes while playing Navvie and Brigand, so you'll have to put up with him and his mate:

ZBVKL9ZN5717 – world one
3V4J#4NJ#8QC – world two
QVWHN#MP#5MQ – world three."

BODY BLOWS

(Team 17)

The trouble with really popular games is that, if they've got cheat modes, roughly half the population of Europe seems to discover them simultaneously and send them into AMIGA POWER. In the case of *Body Blows* it happened last Tuesday. Now, the last thing we want to do is sound ungrateful – we don't know what we'd do without you lot sending in tips and things – but you'll understand if we don't list all 26,422,019 *Body Blows* tipsters by name. Instead, here are three picked at random: Mary Danson of St Helens, John Chapman of Liverpool and David Pender of Boness. Oh, and the cheat (for the four or five of you who remain in ignorance) goes like this:

Plug two joysticks in, wait for the options screen to come up, and then push the joystick that's plugged into Port 1 left and the joystick that's plugged into Port 2 right. Hold them like that for about six seconds and a cheat screen will come up where you'll be able to choose infinite energy and infinite credits, and have the option of playing Max.

Tired of Dan's jeans and Kossak's smug moustache ? Then get the Max.

SWIBBLE DIBBLE

(Er...)

We've got absolutely no idea what *Swibble Dibble* is, or whether these codes will be of any use to anyone, but Mrs M Woodruff of BFPO 104 seems to think they will, so here goes. (And if this turns out to be a joke at our expense, we accept no responsibility.)

Level 5 – ENZOFERRARI
Level 10 – PITBULL
Level 15 – GUNS N ROSES
Level 20 – BATMAN RULEZ
Level 25 – METAL CHURCH
Level 30 – GUMMIBAERLI
Level 35 – TESCHNO BIET
Level 40 – SOLIUS
Level 45 – EICHBAUMPILS
Level 50 – GAMEBOYSUCKS
Level 55 – HALLO LITO
Level 60 – ANJAMOUS
Level 65 – ODIN HOL IHN
Level 70 – SPERMINATOR
Level 75 – TACH NANA
Level 80 – YOU SEXY MF

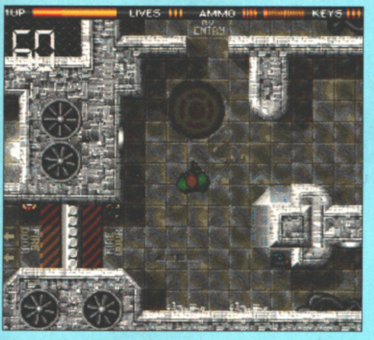
Going for gold? Have a bash at bronze first.

LEMMINGS 2

(Psygnosis)

"I'm writing to tell you about a kind of cheat for *Lemmings 2*," begins Paul Guerrieria of Marlborough. "To make the game much, much, much easier to complete, on the first level of each tribe save only one lemming, for which you will get a bronze medal. Now go through all the other levels of that tribe with just one poor, solitary lemming, making it a lot easier. Each time you save this lemming, notice that you get a gold medal. Now, when you've done all ten levels on, say, the Medieval Tribe, select 'Award Me' which will come

ALIEN BREED '92



Five million credits? Let's take off and nuke the site from orbit – it's the only way to be sure.

(Team 17)

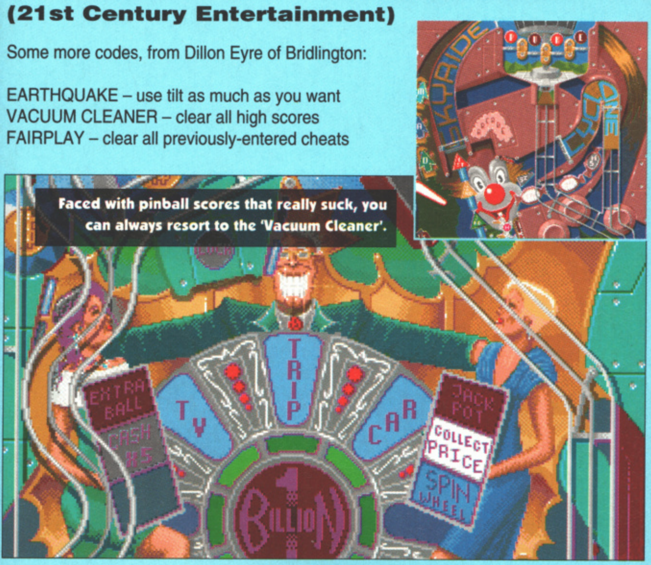
"I've found a cheat that comes in very handy," trills Matthew Froude of Warrington. "Select the two-player mode and switch the Share Credits option on. Then start the game. On the first level, go to the computer and log on. Instead of typing PPEAB to go straight to level ten, as suggested in AP 23, type PPPEAB. (Note the three P's.)" (Cor.) "When you now log off you'll go straight to level ten, but if you go to the nearest computer (a few screens above where you start) and log on you'll find you have a staggering five million credits, which really helps."

PINBALL FANTASIES

(21st Century Entertainment)

Some more codes, from Dillon Eyre of Bridlington:

EARTHQUAKE – use tilt as much as you want
VACUUM CLEANER – clear all high scores
FAIRPLAY – clear all previously-entered cheats



Faced with pinball scores that really suck, you can always resort to the 'Vacuum Cleaner'.

TOP FIVE COMPLAINTS ABOUT THE STREET FIGHTER 2 TIP IN ISSUE 23

1) "I'm enraged." – Michael Hodgson of Sedgefield
2) "My head nearly exploded." – Matthew M of Neath
3) "Are you stupid or something?" – A Phillips of Marshfield
4) "Why oh why..." – Graham Brookes of Telford
5) "I nearly cancelled my subscription." – Ian Aston of London

up after you've completed the last level of a tribe. This will show that you've gained a silver piece of talisman. Now simply go back to the very first level of the tribe and complete it, saving every lemming. You'll receive a gold medal for that, making it all golds for your tribe. Again, select 'Award Me' and the talisman will now be gold! If you repeat this tribe you will complete the game in a reasonably short amount of time, but it won't be easy!"

To be quite frank, we lost Paul somewhere near the beginning there, but he might have something.

DON'T FORGET

We don't make up the tips in Complete Control. Which means that these pages can't hope to survive unless you lot out there keep sending in your tips, cheats, level codes, highly personal observations and all the rest of it. There are prizes for the very best ones, so send everything you can possibly muster to:
Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

"Those who do not learn from history are condemned to repeat it"...

HISTORY LINE 1914-18

(Blue Byte)

Why is it that tips for games like *Body Blows* tend to come scrawled in biro on the backs of old chocolate wrappers and things, while wargame tips arrive neatly word-processed and immaculately spelt on crisp sheets of A4? That's the kind of thing you begin to notice when you're half-way through Complete Control. You also begin to get really, really annoyed by the whirring noise the printer's making in the corner of the room, and the way the Shift key on the keyboard doesn't seem to work about every tenth time you use it, so you have to look up at the screen each time to check it worked, and you can't help thinking about all the really great telly programmes you must be missing. You also begin to measure every key stroke in pence. That last sentence was probably about another 23.2p or something, for example.

Paul Kirby of Leeds has some helpful advice for *History Line* players. And it's so neatly typed it's hard to see how AMIGA POWER'S typesetting process could possible do it justice.

Over to you, then, Paul. "First, here's a complete set of codes:

SINGLE PLAYER MODE

Level 1 – Pulse
Level 2 – Goose
Level 3 – Sport
Level 4 – Bimbo
Level 5 – Tempo
Level 6 – Baron
Level 7 – Bumm
Level 8 – Level
Level 9 – Toxin
Level 10 – Princ
Level 11 – Clean
Level 12 – Xenon
Level 13 – Signs
Level 14 – House
Level 15 – Sigma
Level 16 – Seven
Level 17 – Zombi
Level 18 – Moves
Level 19 – Blade
Level 20 – Zorro
Level 21 – Stone
Level 22 – Mosel
Level 23 – Order
Level 24 – Sodom

TWO-PLAYER MODE

"(Not that you need these codes because they're conveniently contained within the instruction booklet.)"

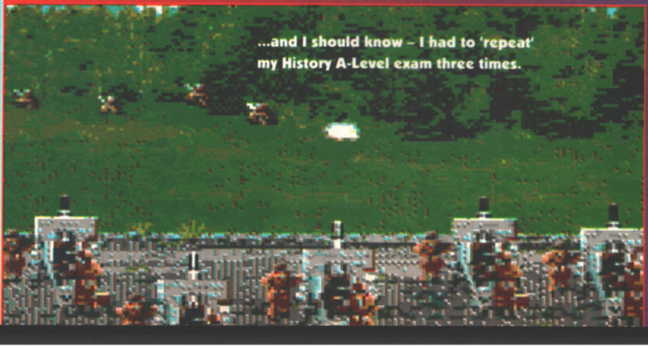
What? Well I'll be blowed if I'm typing them all out, then. On with the tips!

"Now for a few tips for those players having a spot of bother winning. The easiest way to beat the computer is to position your forces in the following manner. Retreat to your buildings, put all your artillery in front of the door and surround them with your other units. Then put all your spare units inside the buildings. On your movement turn, wait for the computer to select its attack targets and then move the targeted units into the buildings for repair. Replace these units with the undamaged units from inside the buildings.

"On your attack phase, only use your artillery, as using the perimeter units will only weaken them (thereby giving the computer a better chance of destroying these units on its attack phase). Only shoot enemy units adjacent to your perimeter units, as they pose the biggest threat. (If there aren't any enemy units next to yours, then the computer player can't do much damage.)

"The most dangerous enemy units are the aircraft, so shoot them down as soon as possible. For some strange reason, the computer doesn't like to put its aircraft in for repair, so this gives you a good opportunity to whittle them away. After this, go for the computer's artillery. Then, when you feel strong enough, go for the kill.

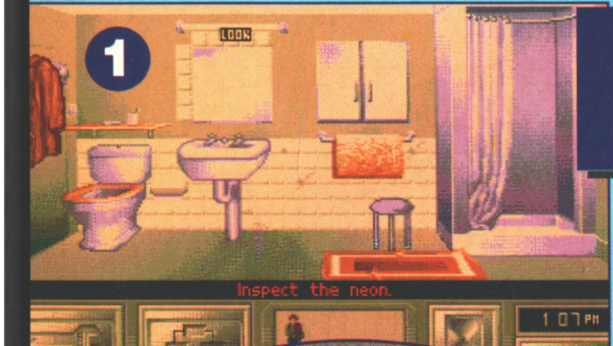
"Of course, all this doesn't make the game particularly interesting, but at least you should win."



...and I should know – I had to 'repeat' my History A-Level exam three times.

Part Two of the solution to Virgin's seedily atmospheric graphic adventure. Oh, those krazy Russians...

KGB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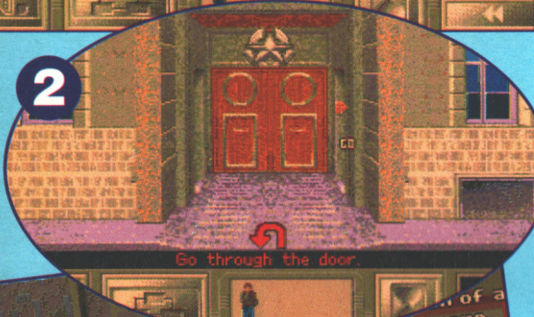
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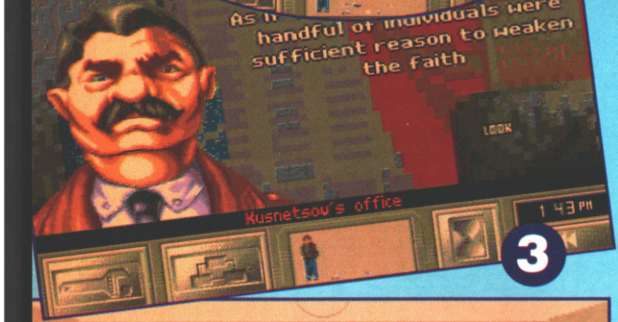
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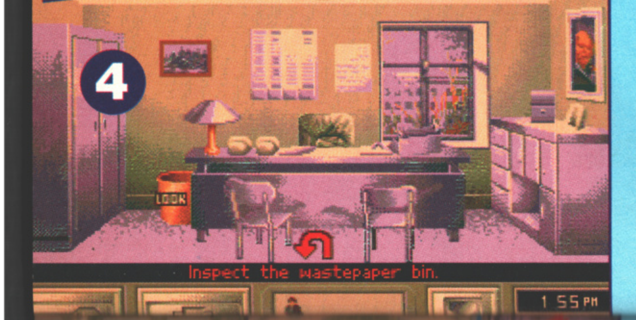

4

1 Attempt to leave your room. After the phone call, go into the bathroom and inspect the lamp over the basin to find the coded message. The phone call contained the keys to the code. The mirror wall tiles in the bathroom produce the following grid:

	B	O	R	I	S
3	A	B	C	D	E
7	F	G	H	I	J
4	K	L	M	N	O
5	P	Q	R	S	T
2	U	V	W	X	Y

The message is also written backwards and instructs you to switch your bedroom light on and off three times, then call the number you heard in the phone call (and used to decode the message): 37452. Call that number and you will be given instructions and a clandestine appointment for 7 o'clock this evening. Leave your recording material and microphone/transmitter, along with the files on the local KGB people, in your room.

2 Then go to KGB Department 7 and tell the man at the entrance that Kusnetsov of Department 7 is expecting you.

3 You'll soon end up in Kusnetsov's office, be respectful and leave as soon as you can. Then visit Agabekov's office and chat briefly. Note his two phone numbers. Go into the vacant office and phone Agabekov on his outside line. Tell him you have information concerning a visitor for him from Moscow, and that you'll be waiting down in the street.

4 When Agabekov leaves his office, go in and inspect his trash can. Take the cigar butt, or at least inspect it. *(Remember kids, smoking isn't big or clever. – Ed)*

5 Go back to the Gostinitsa hotel, pick up your recording equipment and take the Metro to Lagoda Park.

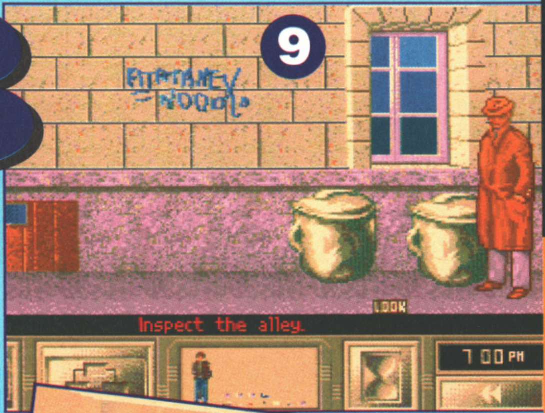
6 Go along the path as far as the bench, hide the microphone on the bench and then cleverly conceal yourself behind a convenient tree. Switch the recorder onto 'record' and wait. When Romeo's contact (Savchenko) and the new man (Chapkin) have finished their discussion, follow Savchenko.

7 As Savchenko sets about punching in the code to open the warehouse door, take out your camera and use it on him. You'll see the series he keys into the pad. Wait for him to exit the warehouse and then hide the microphone on the desk in the small back office. Open the loft skylight window. Go back down and out the way you entered and go into the bar beside the warehouse. Move through the bar and upstairs. In the top room, open and go through the skylight. Climb through the warehouse skylight... and you're back in the warehouse loft. Walk downstairs, hide in the back warehouse and wait for Savchenko to arrive with the gang boss (Mechulaiev). They'll do a little moving around and talking – listen to them. Another man (Obukov) arrives and joins Mechulaiev in the latter's office. When Obukov leaves, go up to the lofts, through the skylight, down through the bar and back onto the street where you'll see him going down into the subway. Follow him.

8 Follow Obukov into the cocktail bar of the Syevyemaya Zvyezda hotel and wait. Agabekov enters and they both go into the lobby. Go into the lobby, where you'll see them in conversation, then go back onto the street. When Obukov comes out, follow him back to the warehouse, go back into the warehouse and wait until Obukov goes away. It's then time for you to leave. On your way out of the loft, don't forget to use the headphones to listen to all the recordings on the recorder. When that's done switch the recorder back to 'record' and leave it there. Go out by the skylight again.

9 Go round to the back of Gostinitsa and wait for Cut-Throat to arrive at 7pm. When he says 'cut-throat' show him your ID. He'll want to know if you've been smart enough to gather all the information he ordered you to. The answers to his questions are: you found a cigar in Agabekov's office; Mechulaiev and Savchenko are holding the video cassettes; the Moscow-Leningrad contact is called Yakuchev; Viktor Matsnev will handle their exportation; the cassettes will be exchanged for crack and Mr X is Agabekov.

10 When Cut-Throat leaves, go up to your room where you are to meet your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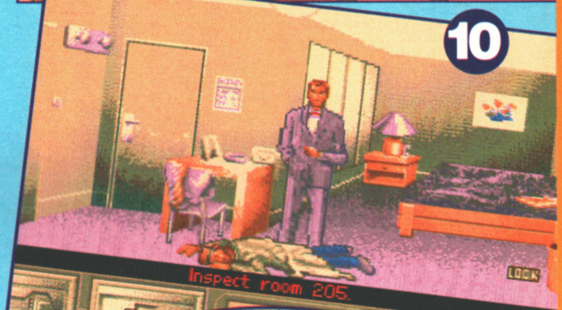
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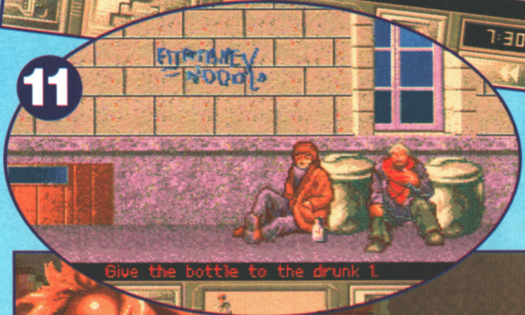
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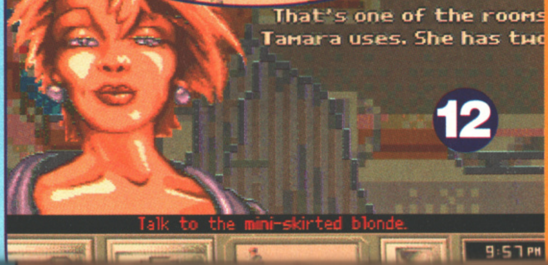
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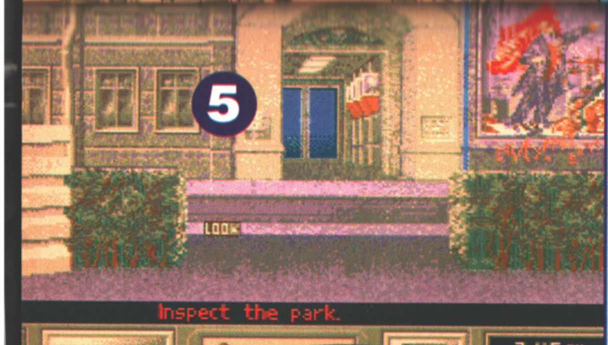
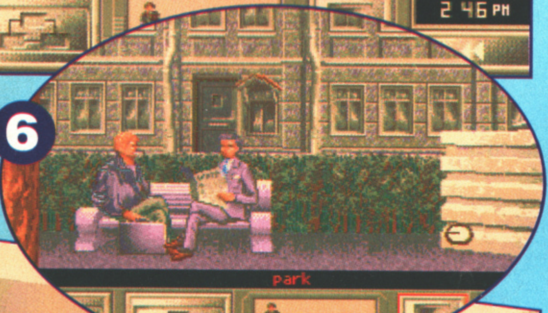
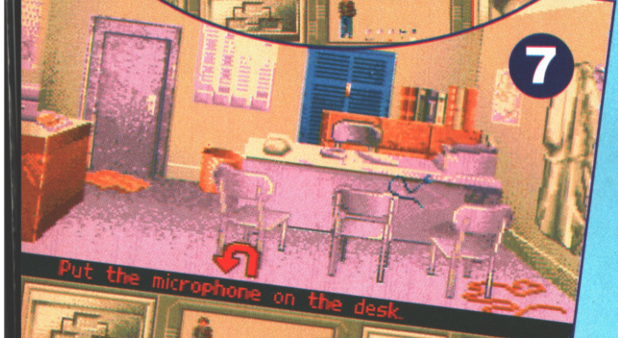
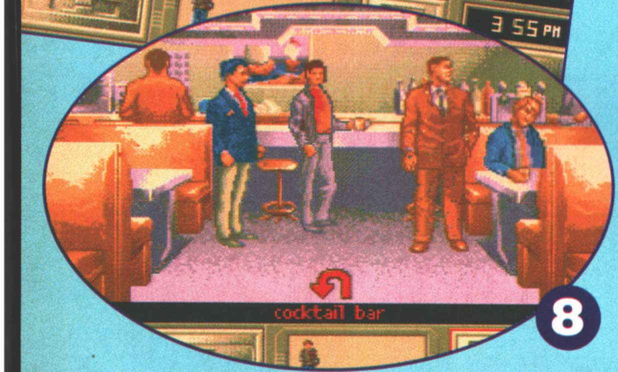
13

Inspect the wastepaper bin.
1 55 PM









9 says 'cut-throat' show him your ID. He'll want to know if you've been smart enough to gather all the information he ordered you to. The answers to his questions are: you found a cigar in Agabekov's office; Mechulaiev and Savchenko are holding the video cassettes; the Moscow-Leningrad contact is called Yakuchev; Viktor Matsnev will handle their exportation; the cassettes will be exchanged for crack and Mr X is Agabekov.

10 When Cut-Throat leaves, go up to your room where you are to meet your controller (Savinkov) at 7.30pm. He arrives with a body. Inspect the body and you'll find a phone number. Phone that number and say "... Yes... Come up... Come up...". When Savinkov tells you to prepare for the bad guy's arrival, move the body into the bathroom and take his hat and coat. Put them on, return to the bedroom and turn off the light. When the bad guy knocks on the door, tell him to come in. Savinkov knocks him out as he comes through the door. When he wakes up he'll tell you who he is. Savinkov asks you for a report – it doesn't matter whether you tell him about Cut-Throat.

11 Savinkov gives you an hour to throw the body into the canal along from the back street behind the hotel. Go into the bathroom, 'Look' at yourself in the objects window, take off the hat and coat and put them back on the body. Move the body to the room nearest the stairs opposite yours (it's the only one you can enter) and look in the bed, where you'll find a bottle of vodka. Use it on the body, then go downstairs, outside and round the back and give the rest of the bottle to the down-and-outs. Go back up to the room and throw the body out of the window. Go down to reception and tell the receptionist that someone's making too much noise upstairs.

When the receptionist has gone, have a look at his desk, then take the wheelchair out into the street and round the back. 'Use' the wheelchair on the body. The body will appear in the wheelchair, and you can then move the wheelchair towards the canal. The militia men will show up – if the body has his hat and coat on and reeks of alcohol, you'll have no problem dealing with them. Throw the body and wheelchair into the canal and return to your hotel room. When the hour is up, Savinkov will arrive. He tells you to go along to the Hotel Syevyernaya Zvyezda to discover who sent the two killers after you.

12 At the hotel all you have to go on is a room number. Go into the cocktail bar and talk to the mini-skirted blonde (Natasha). Ask her about Room 304 and, as she talks, Tamara will come in. Ask to visit Room 304, and you'll find that she won't go until you've got some dollars. You don't have any so you'll need to get some. You get the dollars like this: when you see the American, Greenberg-(you spent some time with him at the end of Chapter One), go and speak to him. You'll be intercepted by a woman called Wallace. Be nice to her for as long as it takes to wheedle some dollars out of her. Then go and see Greenberg. Be nice to him too and answer his questions truthfully.

13 When Greenberg leaves, you can return to Tamara with your dollars and go up to Room 304 with her. Ask her about the other room she uses and she'll give you the number '416' for $50. When you've finished talking to her, go up to room 416, bribe the landing lady with $10 and enter the room. Inspect it if you like. Use the light on the mirror and you'll discover it's a two-way job – so smash it with an ashtray. Take a look around the room beyond the mirror, and you'll see Chapkin's photo – take it.

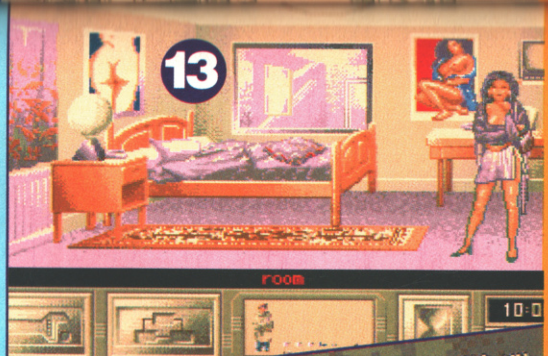
Leave the hotel and make a quick trip to the warehouse (go in through the front door) to pick up your tape recorder (you could also have done this before going to the hotel). Listen to the recordings that you haven't yet heard. Remove the headphones, stop the machine and leave it set to 'voice-activated playback'. You won't be able to get the microphone from Mechulaiev's office as it's locked and the door's solid.

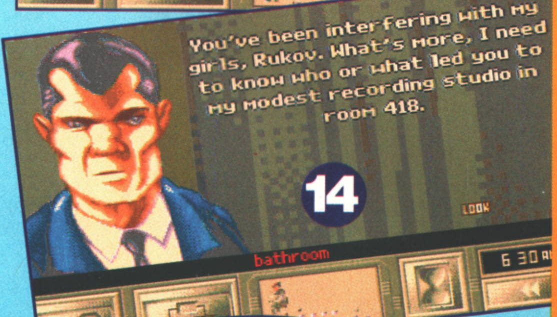
14 Return to your hotel with the tape recorder and then go to sleep. You are brutally woken up by Chapkin – obey him. You'll have a chance to act in the bathroom: choose a dialogue option containing the word 'comrade' to voice-activate the tape. When Chapkin turns, slug him. Take the syringe from his pocket and inject him with the contents. Ask him relevant questions of your choice – it's important to learn all about Kusnetsov and Viktor Matsnev. Chapkin will die after a few minutes as the drug is experimental. Wait for Savinkov to arrive and tell him what you learned about Kusnetsov. Savinkov will furnish you with a replacement for the camera which couldn't take photos. He tells you to wait in your room until morning and then leaves. Hide Chapkin's body in the cupboard and sleep some more. When you awake, it's time to start disobeying Savinkov.

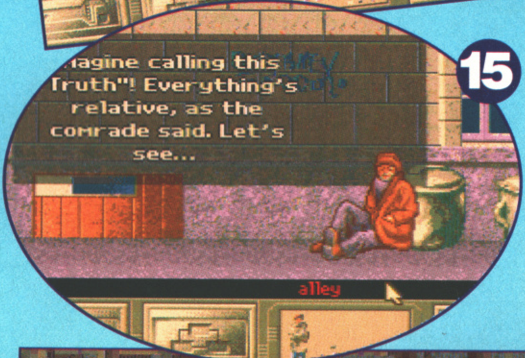
15 You have an appointment with Cut-Throat at 11am in the alley behind your hotel. There you'll meet one of the previous night's down-and-outs. Ask him to give you the newspaper he's holding, which he'll do in exchange for your camera. Make the swap and look at the paper. Decode the message using the same key and grid as before. Go to the phone booth in the street in front of your hotel and wait for the call. Get any information you want – you should be told to expect Yakuchev's address tomorrow.

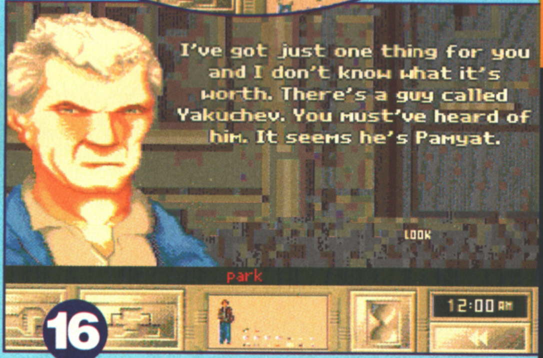
16 Go to Lagoda Park and meet Greenberg again. He'll tell you that Yakuchev is Pamyat *(This makes sense when you're playing. – Ed)*, concluding Chapter Two. In Part Three (next month), you'll be going to sea aboard the good ship Viktor Matsnev. ●

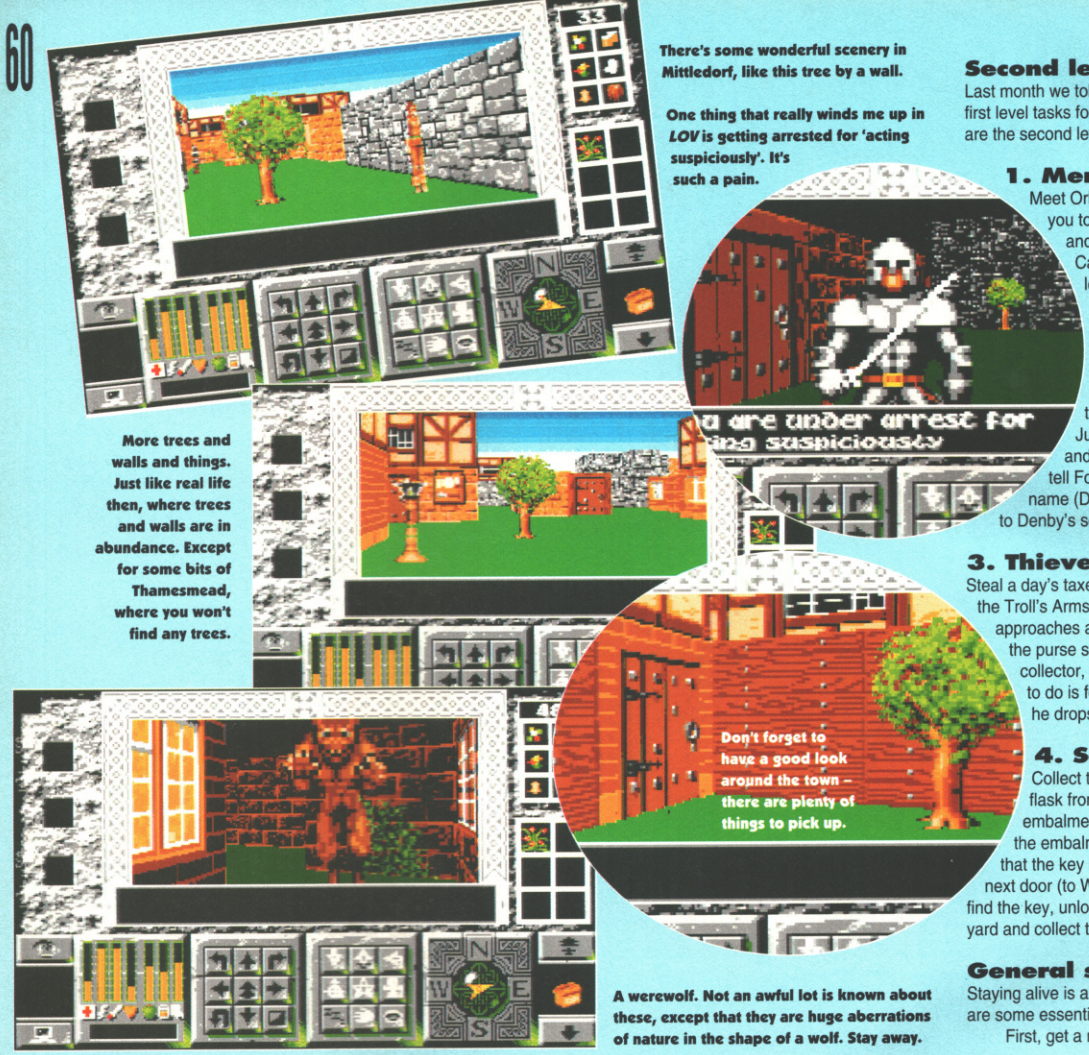
Talk to the mini-skirted blonde.
9:57 PM




You've been interfering with my girls, Rukov. What's more, I need to know who or what led you to my modest recording studio in room 418.


…agine calling this "Truth"! Everything's relative, as the comrade said. Let's see...


I've got just one thing for you and I don't know what it's worth. There's a guy called Yakuchev. You must've heard of him. It seems he's Pamyat.



There's some wonderful scenery in Mittledorf, like this tree by a wall.

One thing that really winds me up in *LOV* is getting arrested for 'acting suspiciously'. It's such a pain.

More trees and walls and things. Just like real life then, where trees and walls are in abundance. Except for some bits of Thamesmead, where you won't find any trees.

Don't forget to have a good look around the town – there are plenty of things to pick up.

A werewolf. Not an awful lot is known about these, except that they are huge aberrations of nature in the shape of a wolf. Stay away.

Second level tasks

Last month we told you how to go about completing the first level tasks for four of the nine guilds. And now, here are the second level tasks for the same guilds.

1. Men At Arms

Meet Orlak the Warrior at the Casino. Orlak tells you to find the 'Salty Captain' at the Mermaid, and he'll lead you to the contraband. Follow Captain Birdseye (for it is he) when he leaves the Mermaid until he goes into the next building, and into an inner room, where you'll find the contraband.

2. Asegeir

Find Forseti and return with the scroll of truth. Ask for directions to the Halls of Justice. At the Halls a man approaches, and instructs you to go to the Casino and tell Forseti it's his scroll you want. Ask his name (Denby). A notice at the Casino directs you to Denby's scroll, which is downstairs at the Halls.

3. Thieves

Steal a day's taxes. A notice directs you to the Troll's Arms, where a man approaches and tells you he's cut the purse strings of the collector, so all you have to do is follow him until he drops the purse.

4. Set

Collect the sacred flask from the embalmers. A scroll at the embalmers' yard says that the key is next door. Go next door (to Wanlock Tombs), find the key, unlock the door in the yard and collect the flask.

General survival tips

Staying alive is a full time job in *Legends Of Valour*. Here are some essential tips to keep you fit and healthy:

First, get a room as soon as possible. The cheapest

✪ Guild Conflicts

Can't remember which guilds get on with which other ones? Do you keep making embarrassing *faux pas* at the Asegeir dinner table with your Temple of Set anecdotes? Well, this ready reckoner will sort you out.

	Asegeir	Loki	Men	Merc.	Thieves	Set	Odin	Freya	Aegir
Asegeir	–	X	O	O	O	X	O	O	O
Loki	X	–	X	O	X	O	X	X	O
Men At Arms	O	X	–	X	X	X	X	X	O
Mercenaries	O	O	X	–	O	O	X	O	X
Thieves	O	X	X	O	–	O	X	X	O
Set	X	O	X	O	O	–	X	X	X
Odin	O	X	X	X	X	X	–	X	X
Freya	O	X	X	O	X	X	X	–	X
Aegir	O	O	O	X	O	X	X	X	–

O – Get on X – Don't get on

✪ Spells

Tempted to use magic but aren't too sure of the side-effects? Then this handy chart will help.

Spell	Energy Usage	Level Needed
Portal	Small	2
Fireball	Small	2
Thunderbolt	Small	2
Create Food	Great	3
Create Drink	Great	3
Power	Medium	4
Protection	Medium	4
Heal	None*	4
Sanctuary	Medium	5

*But totally exhausts you.

LEGENDS

Part the Second, in which high-ranking guildsman Tim Tucker lets you in at the

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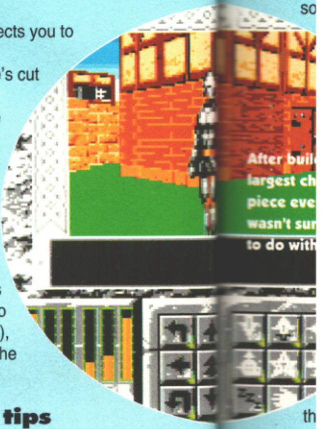

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Legends

grou

is the Seaman's Tavern. Join a temple, because this makes healing a lot cheaper and you also get wages from them. Always sleep in your room and carry no more than thirty groats around.

Avoid the town guard at all costs. They don't like adventurers, and are liable to throw you in prison or fine you. Always spend at least two days between quests resting, eating and sleeping – don't sign up for the next quest immediately. Buy LOTS of life insurance. When you've got some spare money, spend it on weapons training. If you get possessed by an evil spirit, don't get 'cured' if you can help it – it's beneficial to your health, and your appeal and energy are boosted.

Making money

There are three main ways of making money in Mittledorf – commodities trading, running errands, and mugging people. The best way is trading – buying cheap and selling high – if you know your way around town and don't mind carrying large amounts of money and goods on your person. Last month we gave you a list of how shop prices compare in Mittledorf, so check that out to see where you can get the best bargains. If you want to make some quick cash, go round to the back of the Custom House (the first place you entered when you started the game, opposite the town gates), and you'll find a mysterious passage. Follow it down and you'll come across the Tax Collector's daughter, who sells stuff cheaper than her father. Buy as much Ore from her as you can, then just nip back upstairs and sell it to her old man for a tidy profit.

The quickest and most profitable run is usually between the Prison Stores/ Ship's Chandlers and Hotch's/Armoury. Use the West Wall route, veering round the Temple of Freya, the Casino, the Mercenaries' Guild and then up to Castle Boulevard. Try not to carry more than 250g at any one time, as that's just what you need for a full load of goods. If you're powerful in a temple and a magic guild you can use your sanctuary/warp spells to good effect.

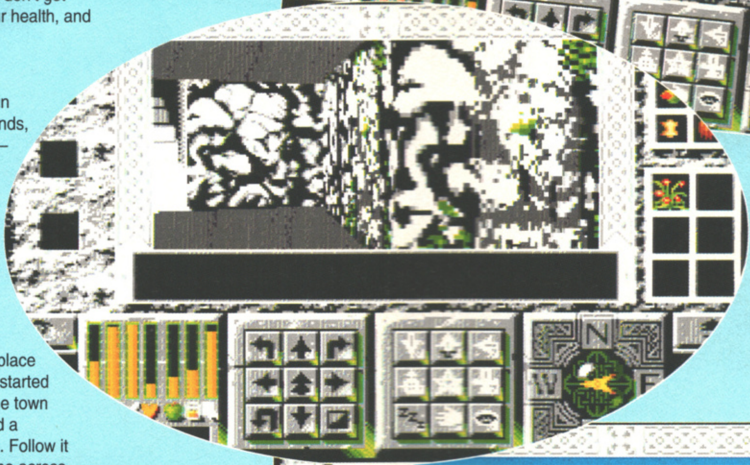
Running errands is useful if you haven't any money and need some capital to start your commodities trading, but it doesn't pay a lot – between 10 and 20g.

Mugging can get you large amounts of goods, but the resulting healing fees mean it's often not too profitable.

There are other ways of making a fast buck. You can deal in bat snacks, a delicacy in these parts. Just throw your weapon at a bat, pick up the remains and sell it for 2g – much more than its nutritional value as they are a delicacy. *(Oh, yuk. – Ed)* You can also sell off unwanted quest items, such as scrolls and so on. The temples and guilds offer small wages, but they're fairly nominal. Some of the objects lying around town are worth picking up – for example the potion bottles are worth 30g each, but most are only worth 1g.

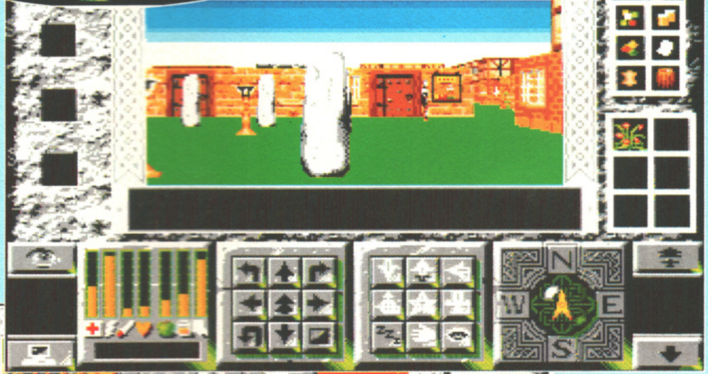
● ***Still hungry? Then keep an eye out for The Official Legends Of Valour Tips Book – available soon!***

Have you ever seen that film Legend with Tom Cruise in? Impressive visual technique I thought, but it really needed more character development, and some sort of plot would have been nice.



When Debussy composed his first masterpiece 'Prelude à l'après-midi d'une faune' it ushered in a whole new era, due to the inclusion of atonal elements for the first time in Western classical music. It's also a very nice tune.

After building the largest chess piece ever, Bill wasn't sure what to do with it.



Long ago there was a strange and ancient race – the Druids. Nobody knows where they came from, or where they went – or what they were doing. *(I said NO Spinal Tap jokes. – Ed)*

Plato's view of the world might be categorised as 'idealistic', in the sense that he perceived objects as representations or imperfect copies of more real and perfect 'ideas'. Aristotle found this view entirely wrong, of course.

OF VALOUR

ground level with his top money-making suggestions and business opportunities.

SLACKBRAINED?

Then you need...

THE LAST RESORT

with Jonathan Davies

If you're really stuck with something, it's possible (just possible) that our very own games guru will be able to help. Hey Dr J – drop your science on those assembled!

The Last Resort. Games. Readers. Help. Stuck. Loose ends. Cases closed. Write in! Amiga. Questions. Answers. A problem shared is a problem aired. Instructions. Cheats. Solutions. Psychiatry. Chemotherapy. Aromatherapy. New carpets. Butterflies by the side of the road. Ink. Triceratops. A medium-sized jar of pre-1959 cranberries. Palm trees. Wooden legs. A blinding light. Darkness.

DIZZY: PRINCE OF THE YOLKFOLK

Q "Please tell me – how do you get past the troll on the bridge?"
Michelle Skidmore, Holywell

A What you need to do is get the holy cheese from St Peter, which he'll give you in exchange for the harp, and then drop it into the cage in front of the fluffle in the forest. The fluffle will run into the cage, and if you pick it up and put it down in front of the troll it'll scare him off.

KING'S QUEST 5

Q "I'm in the lab at the weird contraption on which I've placed the wand. I then placed the cheese in the

LOOSE ENDS

These are all questions that I can't answer, but – hopefully – you might be able to.

Q "In HEIMDALL, I haven't a clue what to do. I've visited every room on every island, cleaned out every chest and done everything I can do, but I can't seem to get off the first map. I've got a whole host of spells (including Desericion, which I can't use anywhere) and a scroll with loads of funny runes written all over it. Please help!"
Martin Mathers, Stanmore

Q "In LEGEND, on level seven of Fagranc, there's a room split by water which can be entered on either side. The east side has a switch which opens a door on the west side, but as soon as I enter the door on the west side the door I opened closes. How can I get the door to stay open?"
Julian Jones, Wrexham

Q "The trouble is an old chestnut called NEUROMANCER. I can't for the life of me get past Larry Moe to get into the Panther Moderns' meeting room. Please help me – even Electronic Arts have run out of clue books."
Chris Jones, Erith

Q "I've just reached the final level of BRAT (level 12) but I can't work out the solution to the eight colour-coded pads. Can anyone help?"
Philip Sadler, Darlington

Q "I'm stuck on D/GENERATION. I've got to Floor 84, Scene 82/84, but I can't make any sense of the ramblings dished out by the bloke who's meant to give me the computer terminal password."
Darren Wall, Halesowen

Q "On HARLEQUIN, how do you get from TV World back to the Dream Mile and back?"
Chris Kelly, Londonderry

Q "On CADAVER, I've just teleported to level three, but only have seven units of energy left. This makes it near-impossible to continue. Should I have done something before I left?"
Philip Sadler, Darlington

Q "In VOODOO NIGHTMARE, how do I get the hourglass which I think I need to complete the Eagle Temple? And how do I hack through the jungle? And where and how do I get some bananas?"
Jan Holmes, Hull

Q "In SPELLBOUND DIZZY, I've saved Dylan, Grand Dizzy, Denzil, Dozy, Dora and Pogie but I don't know what to do next. I've probably got the objects I need, but I don't know what to do with them."
Jan Holmes, Hull

Q "I can't open two of the doors on EYE OF THE BEHOLDER. They're down in the Drow levels. The first is on the level of the stone dagger portal, down the right passage and on the right-hand side just before the Hall of Thieves. The second is where it says 'Combination – be quick.' I've tried lots of combinations."
Simon Bullows, BFPO 53

Q "How do you get the spiral design off the wall of the temple in INDIANA JONES AND THE FATE OF ATLANTIS? I've opened the lamp and used it with the darkest spiral, but Indy just says 'That doesn't seem to work'."
Steven Sherwood, Bately

Q "And I'm in the same game, at the stage where I have to set the Worldstone, Moonstone and Sunstone on the dial near Atlantis. I have tried many combinations but he just keeps saying 'That didn't do anything'."
Allan Smith, Leuchars

Q "And I can't work out where the entrance to Atlantis is. I can find the airlock in the German sub, but can't enter it as the sub goes behind it. I've found a gap in the cliff, but no luck there either."
Kirsten Gillespie, Glasgow

Q "I'm stuck on ELF, level 6. I've found everything, apart from the sledge that Albert wants. I can't open the exit, either."
Russell Flandes, Southend-on-Sea

machine. There's a lot of noise and bright lights, after which I'm told that nothing happened. Before I can do anything, the evil magician appears and zap! I'm dead."
Scott Connolly, Glasgow

A You actually need two wands at this point – Mordack's, which you should put on the left-hand side of the machine, and Crispin's, which, you've guessed it, should go on the right.

OPERATION STEALTH

Q "I've been thrown overboard by the soldier off the boat. I have operated the bracelet which freed me from the ropes. I can't find any way out."
S Cutts, Nottingham

A Ah, well, you've got to free Julia as well by 'operating' her.

SOME GAMES

Q "Could you tell me whether you have any back issues with a solutions to: (a) Level 2 of *Cadaver*, (b) *Heimdall* or (c) *Curse of Enchantia?"*
B Timson, Barnsley

A (a) Don't think so, (b) Ditto and (c) Yes! – issues 21 and 22.

SHADOWORLDS

Q "I'm on level four, I've teleported down onto the planet surface, and I keep getting blasted. Shooting back seems to be a good way of getting killed quicker. Running away seems to keep you alive, but only for a short time. All I can see of interest is a crate by a flare in the wall, but the robots seem to congregate around it, so you get blasted if you get near it. Secondly, how do you work credit card slots? They just swallow my card and nothing happens. The manual is pretty unclear over this."
Ben Nichols, Taunton

A It's a bit deceptive me printing this here, 'cos I haven't a clue what the answer is. But I've been on that planet surface (I couldn't get anywhere either), so I really do sympathise. Can anyone help?

POLICE QUEST 3

Q "I'm trying to solve the pattern to the murders on the computer 'draw and plot' set-up. I have all the co-ordinates to the murders which I plot on the map. Now I don't know if I plot the murder locations on the streets or the blocks. When I draw the pattern, which I believe is the pentagram, nothing happens. If I'm right about the pentagram, where do I place the last point, and when do I know if I'm right?"
Scott Connolly, Glasgow

Q The fifth point is actually on Palm, between Eighth and Ninth Street. You'll know when you've got it right.

EXTREME VIOLENCE

Q Sometimes I get surrounded by walls and can't attack the other player so we have to quit the game.
Dan O'Brien, Clapham South

A Press the 'help' key and you'll get a new maze without losing a life. ●

CASES CLOSED

"If you're not part of the solution, you're part of the precipitate." (As they used to say in my Chemistry class.) These puzzles have been solved by AP readers, acting alone. Respect is due.

LEGEND

Q Nicola Lindsell of Willesden Green was on level four of Fagranc.

A "Wander around a bit until you attract some monsters. Flee to the room with the chest in it and at least one monster should follow you. Get him to stand on one of the four squares which you teleport to. Position three members of your party on the other squares. The remaining member of your party should then be able to get to the chest. Inside it is a key which will let you get further."
Daniel Stow, Tunbridge Wells

THE SIMPSONS

Q Rhiann Harwood of Pontypool was trying to spray some flowers.

A "Jump up from the window ledge to the top of the door, and then jump up to them, spraying as you jump."
Ray Smith, Milton Keynes

BAT

Q Andy Yates of Gloucester couldn't quite locate Vrangor's Station.

A "You need the Drag to get there, which is ahead of the Northern Airlock. Sloan is needed to pass the guard, and you need 5,500 credits. Before leaving, you must have the access code for Epsilon as well as plenty of ammo."
Ray Smith, Milton Keynes

ZAK McKRACKEN

Q Allan Smith of Leuchars presented us with a long list of questions.

A "(a) To see in the dark, assuming you mean in the Mayan Temple, search for a torch and light it with your lighter. (b) While in the toilet, block the sink with paper and let it overflow. When this happens, push the help button. You can then go forward and put the egg in the microwave. (c) Assuming you mean Annie, in 14th Avenue put the blue crystal in the slot in the red door."
Ray Smith, Milton Keynes

THE BARD'S TALE 3

Q S Marsh of Elland was stuck in the Ice Keep.

A "To get into the Black Tower, cast Mage Flame, Shock Sphere, Word of Fear, Summon Elemental and Spell Bind. To get into the White Tower (the one with the shimmering curtain), cast Levitation, Anti-magic and Phase Door. To get into the Grey Tower, cast Elik's Instant Wolf, Wind Hero, Fanskar's Force Focus and Kylearan's Invisibility Spell." *(Yeah. What it says. – Ed.)*
Janet Campbell, Taunton

FANTASY WORLD DIZZY

Q Mark Kessock-Philip of Weymouth was having trouble with the ore crushers. *(Oo-er! – Ed.)*

A "Go up the tree house until you reach Grand Dizzy. Talk to him and he'll give you the crowbar. The fourth key is down the well. I'd drop the window frame – it's completely useless."
Daniel Stow, Tunbridge Wells *and* **Jan Holmes, Hull**

GOBLIINS 2

Q James Cooper of Barnet was trying to wake up a giant.

A "The answer's quite a long one *(Cripes, it is too. – JD)*, but here we go. Deep breath, everyone.

1. On the opening screen, position Fingus behind the two men next to the bottle. Using Winkle, try to grab the sausage while standing next to the man by the house. While the men are laughing, get Fingus to grab the bottle.

2. Go to the screen on the right and use the bottle on the fountain to get the water. Go back to the opening screen and use the water on the flower. Then give the flower to the man by the house, position Winkle on the roof and, when the man falls asleep, get Winkle to get the sausage.

3. You need to go the the screen with the fountain and get into the house using the rock. Once in the house, get the key from the cuckoo clock and go outside. Use the key on the cellar and get the wine.

4. Now go two screens to the left and get Winkle to grab the chicken by the neck. At the same time, Fingus should hit the chicken over the head with the sausage. Now you've got the egg. *(Oh, and next month's 'outdoor recipe' is for Spaghetti Bolognese... – Ed.)*

5. Fingus should then put the sausage down the hole. At the same time, Winkle should walk past the dog. Then he should go through the hole in the tree, creating a hole in the rock for Fingus to go through. Fingus should then light the wood with the matches (from the house). Then he should put the egg on the fire to wake up the giant."
Jeff Pearce, Wolverhampton

OBITUS

Q Fran and Lote of Leicester had only managed to find two of the mystic gems.

A "The only way I could complete this game was to map each section as I came to it. One of the remaining two gems is in Cullen Castle, which is reached through Cullen Dungeons. To get the last gem you need the blue gem from Falconwood and the item received in exchange for the bound spellbook in Burville Castle – this is the only thing that'll kill the knight guarding the fourth gem. The gem is found by opening the secret passage in the catacombs using the blue gem. Kill the knight and work your way northwards until you find a very strong knight. Kill him and you'll find that the gem is behind him."
Jan Holmes, Hull

CRUISE FOR A CORPSE

Q The Mumfords of Shoreham-by-Sea were looking for a tool box.

A "Pick up the key from Julius's room. Later on, nearing the end, you need a screwdriver from the engine room, but you don't need a tool box."
M Francks, Hinkley

DUNGEON QUEST

Q J A Aldgroft was experiencing a conflict of interests with a dragon.

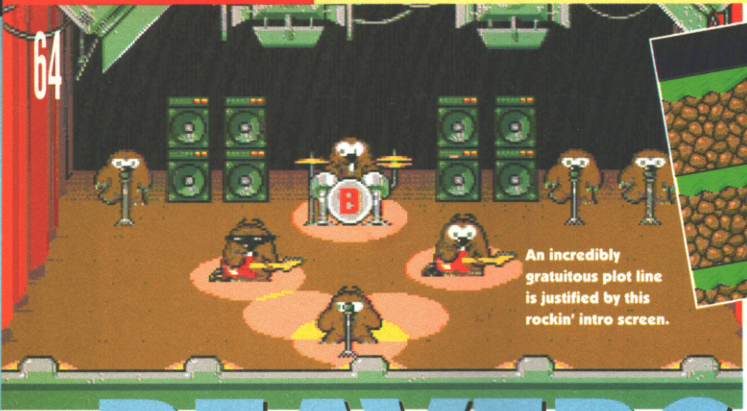
A "Kill the dragon with the dragon nip. You can't escape the maze, so don't go in – use the other door instead."
Jan Holmes, Hull

SPELLBOUND DIZZY

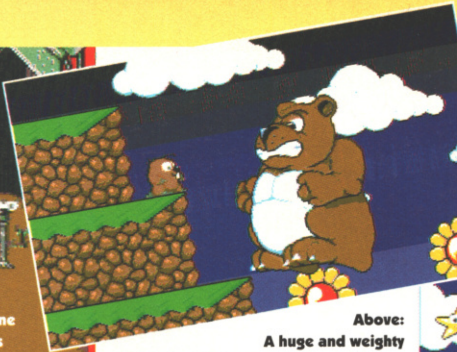
Q Only last month, James Bachellier was pondering the significance of many marvellous items. Oh yeah, and he wanted to get past the Beast's Lair too.

A "I presume that you have collected the bag from the Old Mine workings. You must collect three rocks from the Sandstone Quarry and take the shamrock down the Windy Shaft. Take the third shaft on the right and jump over the water using the plant. You will find a Leprechaun who will ask for a "yellow, leafy thing". Give him the shamrock and he will give you a talisman. If you are holding this when you walk into the Beast's Lair it will stun the beast so that you can get past. The human bones are for use when getting yourself eaten by the man-eating plant (if you use them on top of it then it will swallow you up). The pepper pot is used on the Whale's snout to make it sneeze – you then stand on the fountain and push up and left or right at the last second and you'll be propelled in that direction. And the megaphone is used with Grand Dizzy's ear trumpet to get Dylan's vibes.
Andrew Norris, Ashford

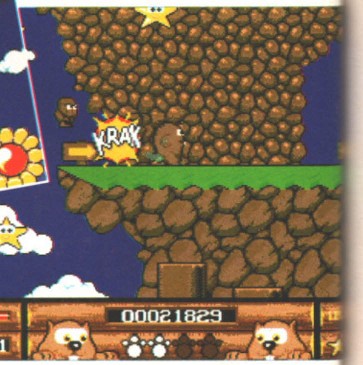
If you're stuck in a game, or know the answer to one of this month's Loose Ends, write to The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. And don't forget to mark your envelope 'Question' or 'Answer'. Thanks!



An incredibly gratuitous plot line is justified by this rockin' intro screen.



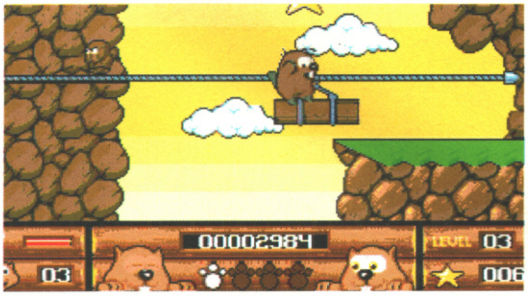
Above: A huge and weighty bear balances deftly on a flower.



Right: Jethro sends a couple of baddies into a spin with a whack from his tail.

BEAVERS

On patrol! Our favourite way of getting kicks, is building dams and gnawing sticks.



As readers of the last issue will already know, this is part of the log pulley transportation system, which transports Jethro around the levels. On, of course, logs.

Game: Beavers
Publisher: Grandslam
Authors: Arc Developments
Price: £25.99
Release: Out now

> "Aargh! Annoying slippy-slidey snowy worlds"

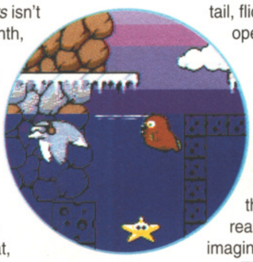
These days, we seem to be in the middle of something of a platform game renaissance. We've had some corkers recently (*Arabian Nights, Flashback*), there're some great-looking ones coming up very soon (*Soccer Kid, Yo! Joe!*), and now we've got the long-awaited *Beavers*. This is a game that's gone through a few changes since we first previewed it donkey's years ago, but it's still a platformer at heart. You play Jethro Beaver, whose beaver babe's been kidnapped by some evil rabbit dude with a machine gun, for unstated but doubtless immoral purposes. Of course, you can't just pop round to Bad Rabbit Dude's place and sort 'im out – nope, in true traditional style, you have to slog through 20-ish levels of platform-leaping japes, meeting tricky traps, perplexing puzzles, mixed-up machinery and nasty, er, nasties on your way. The usual, in other words. But hey, that doesn't make it a bad person...

I have to make a point before we start. Something that I thought we'd left behind a long time ago has reared its ugly head recently rather too often for my liking. I'm talking about multi-disk games which don't recognise the presence of a second disk drive. *Beavers* isn't the only one this month, but in a completely arbitrary and unreasonable way I'm going to single it out, mainly because right now I can't remember what the other ones were. In these testing times, this kind of thing is simply grist to the mill of those who say computer games are old hat, tedious and incompetent compared to the latest flash-bang technical wizardry on the consoles, and what's more it's a slap in the face to everyone who's invested in the future of the Amiga by forking out hard cash for the extra hardware that can make a gamer's life so much nicer. Sort it out, programmers.

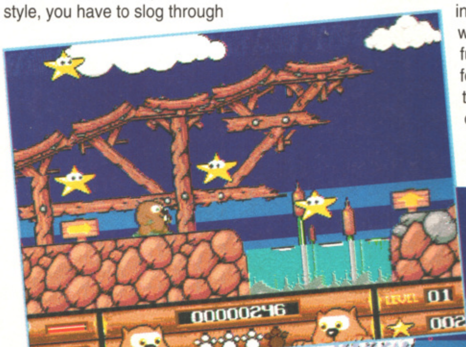
But back to the game. There isn't really much I can tell you about *Beavers* that you can't figure out for yourself by looking at the pics. It's pretty basic stuff, lots of jumping around, taking out the odd baddie with a swipe of your spade-like tail, flicking the odd switch to operate lifts and suchlike, and searching each level for the Davy Crockett hat that'll enable you (for reasons best left to the imagination) to go through to the next stage. There are about four different types of level, including underwater sections, tough auto-scrolling bits where a second's hesitation will result in your being squashed to death by the side of the screen, and – aargh! – annoying slippy-slidey snowy worlds where (surprise!) Jethro's inertia takes on a life of its own. Every sixth level you meet an big boss, and that's about your lot.

It's all engaging enough, but it does get pretty repetitive once you've seen all the graphic styles, and the control isn't nearly as precise as it ought to be in a game with the unforgiving collision detection that this one's got. Truthfully, the word that came mostly to mind while playing this was 'Next!'.

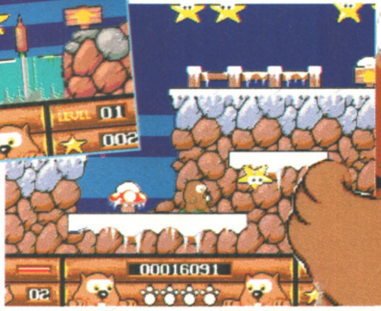
● *STUART CAMPBELL*



Jethro holds his breath, but starts to hallucinate seagulls with Walkmans.



The first level – don't get discouraged, it gets a bit easier after this.



Fair warning time – the next game I have to play with a slippy-slidey ice world gets docked 30 percent straight away.

UPPERS Lots of levels, huge bosses and a nice mix of thoughtful puzzley adventurey sections and outright platform-leaping arcade antics.

DOWNERS The colour backdrops are a bit crude (especially the borders), and the controls can make it easy to accidentally the select the 'creep' mode, which can frequently be extremely dangerous on the auto-scrolling levels. AND it's got bloody slippy-slidey ice worlds. Grrr.

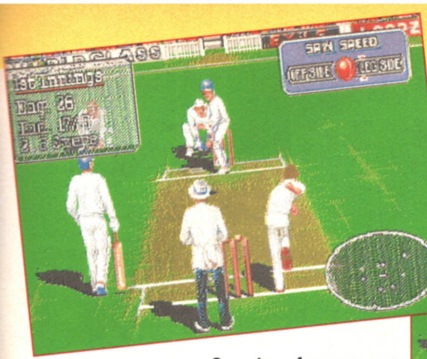
THE BOTTOM LINE

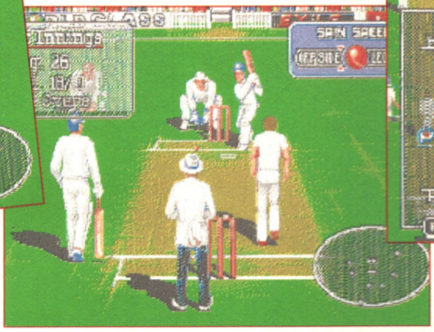
It's all very sweet and everything, but in the wake of platformers like *Arabian Nights* and *Flashback*, it's all just a little too simplistic. Perfectly nice, but I fear it's destined to be lost to history fairly swiftly.

THE BOTTOM LINE

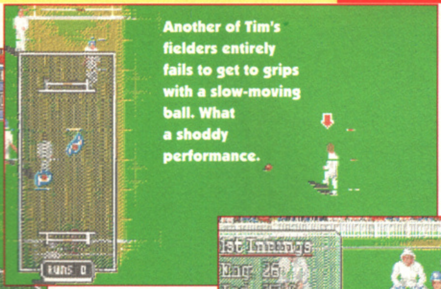
A1200 It's the same, there's no difference.

71 PERCENT





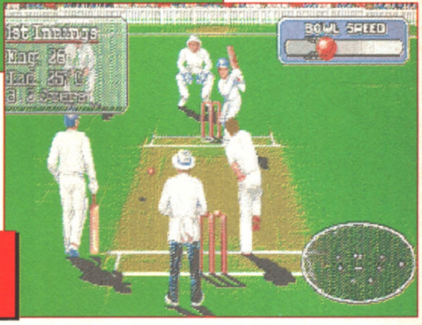
Gower's performance was hampered by his insistence on scratching his back as he bowled. Still, it's a good chance to see the spin speed menu.



Another of Tim's fielders entirely fails to get to grips with a slow-moving ball. What a shoddy performance.

Oh no, looks like he got hold of that one. Again.

An umpteenth 'fast' ball gets the treatment and sets off to the Vauxhall Bridge Road.



It's got bats. It's got wickets. And it's really just the ticket.

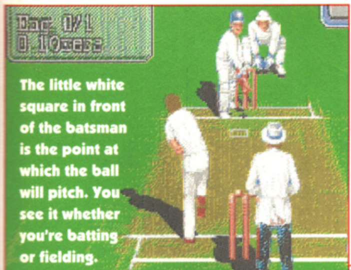
GRAHAM GOOCH WORLD CLASS CRICKET

Game: Graham Gooch World Class Cricket
Publisher: Audiogenic
Authors: Gary James Gray, Gary Sheinvald, Peter Calver
Price: £29.99
Release: Out now

My problem is that I'm just too trusting. When I was at school I was forever being caught out by the most transparent of ruses. For instance, there I was, minding my own business, when the music teacher, Froggy Davies by name, said, "Norris, you like music, don't you?"

"Yes, sir," I replied.

"Good, help me move this piano."



The little white square in front of the batsman is the point at which the ball will pitch. You see it whether you're batting or fielding.

Now the more cynical sort of chap is never tripped up like this more than once or twice. But not trusting old Tim, oh no. I never, it seems, managed to work out that nothing is ever quite as it appears, and that no-one – not even someone as pleasant and apparently ingenuous as Linda – is ever without their own secret hidden agenda.

Take, for instance, my experience of earlier this month. It was a hectic day and I thought I'd better get away from my desk for a bit of a break. I decided that a visit to my old chums on AP would do the trick, so I wandered into their office for a bit of a chat. Linda looked up from her daisy-covered desk and said in her lovely Hackney accent, "Ere, Tim – you went to public school, didn't you?"

"Yes," I foolishly replied.

"Oh good, you'd probably like to review *Graham Gooch World Class Cricket* for us, then." Caught again. If only I were a little more suspicious of people.

> "I couldn't bear the steel drum music any more"

On the face of it, it's difficult to capture the magic of England's summer sport in a computer game. What, after all, is cricket? What do you think of when someone says 'cricket'? Beer tents, chaps in white trousers playing a bizarre game in the middle of a huge circle, beer tents, old chaps in blazers and gaudy ties who used to wear white trousers but are now, because of their fondness for beer tents, too fat and lazy to play the game and prefer, instead, to pontificate at length about how much better 'the game' used to be. Oh, and don't forget the beer tent.

Magic aside, though, the mechanics of the game are fairly straightforward. A bloke chucks a ball, a bloke hits the ball with a stick, a bloke catches the ball. It's all down to timing, co-ordination, skill and luck – just the things you need for a good game. But for some reason it seems to have been really difficult to get all these things together in a decent cricket sim. Until now.

My first game was England (me) against India (the machine). You can choose any of the international teams and each has a squad made up of current players (there's also a team of cricket legends). There are statistics for all the players and they do affect their performance in the game. There's also the facility to create your own players.

So, I had the machine pick my best 11 players (rather than picking my own team, which was the other option) and off we went. England won the toss (quite neat graphics) and elected to bat. At the end of the first over England were one for five (quite realistic, really).

Your batsman has eight strokes in his playing armoury controlled by moving the joystick at the appropriate moment. Judging the stroke to play and the moment to play it is, as in the real game, the key to batting success.

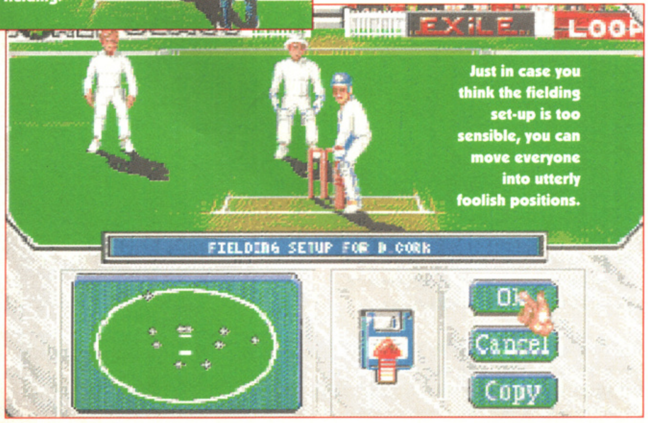
By the end of the fifth over England were all out for nine runs and there wasn't even the hope of rain stopping play.

Maybe we'd have more luck fielding. You can set your field (with a pop-down menu) and then select the point at which the ball will pitch. Now choose your spin direction – for the spinners – and waggle your joystick to control either pace or spin.

By the time play was halted by switching off the machine and going home, India were 156 for one and I couldn't bear the fake steel drum music any more.

As I practised, I did, of course, improve. And, as I improved,I found that I was really beginning to enjoy myself. As a two-player game it's great fun (as these things always are) but if you're on your own you'd have to stick at it for a while to get anything from it. If you do, though, you'll find it quite entertaining.

● *TIM NORRIS*



Just in case you think the fielding set-up is too sensible, you can move everyone into utterly foolish positions.

UPPERS It's definitely the best cricket sim so far. The graphics are extremely neat and the control system is comprehensive without being confusing.

DOWNERS It sounds awful (the applause sounds like a toilet flushing) and it can be just too damn difficult to be fun as a one-player game. If only the computer would make a few mistakes.

THE BOTTOM LINE

If you're a cricket fan, you'll certainly enjoy it despite its limitations, but it's not a game that'll grab everyone.

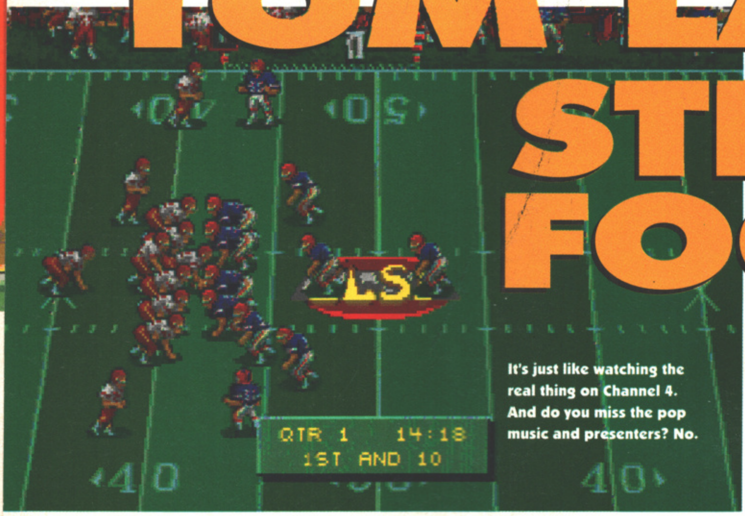
THE BOTTOM LINE

A1200 Well, it all looks and plays pretty much the same except that the computer itself is somehow whiter and more expensive.

80 PERCENT

TOM LANDRY STRATEGY FOOTBALL

More plays than a year at drama school!



It's just like watching the real thing on Channel 4. And do you miss the pop music and presenters? No.

Game: Tom Landry Strategy Football
Publisher: Merit Software
Authors: Kerry Batts, Allen Mitchell, Dewayne and Eric Fletcher, Rob Wallace and Tom Landry
Price: £44.99
Release: Out now

Now here's a subject I could witter on about for hours if anyone would be bothered to listen. American Football – I love it. Beneath the surface of glamour and violence, American Football is actually an extremely tactical game. It takes place as a series of plays, with each team trying to outwit its opponents with clever formations and tactics. *Tom Landry Strategy Football* is a simulation of the sport which concentrates entirely on the strategy aspects, without any concessions to arcade action.

Basically, you're the Head Coach and it's up to you to call the plays. You can play the computer or another human (over a modem link if you like), and choose your teams from a list of 28. It would seem that the game doesn't have a licence for the NFL teams, because the teams are just place names like San Francisco and Dallas. The team colours are pretty accurate though, so you can easily pretend you're in the NFL.

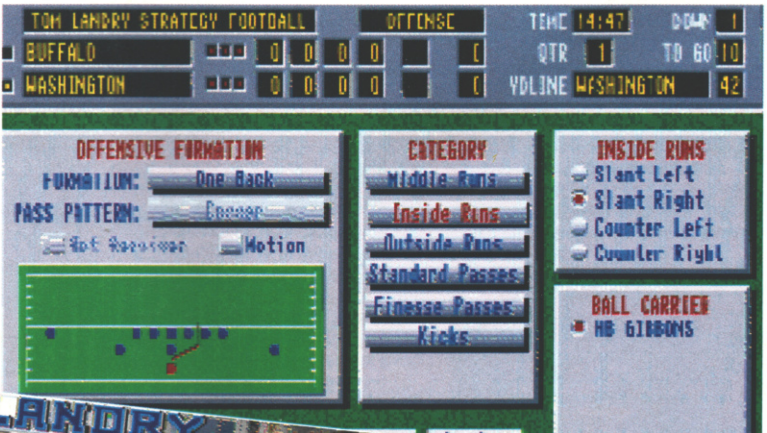
At first there is a baffling array of options, but it doesn't take long to get stuck into the proper game. Whether you're 'Defense' or 'Offense', you get an extremely comprehensive array of plays to choose from. Once you've come up with your formations and plays, you can either watch the play acted out in animation or just see the result of the tangle. The animations are full-screen, and are about the best I've seen in any management simulation, so it's well worth keeping them on, just to remind you that it's American Football you're playing and not chess.

John Madden is the best American Football game you can buy, but it's a little unfair to compare it with this because the two games have very different styles of gameplay. Having said that, *Madden* has a good strategy element as well as the chance to get yourself playing the game arcade style. I'd recommend *Madden* first, but if you're a complete American Football nut, this comes next. It really does give you the feel of the game, and battling wits against an opposing coach is incredibly absorbing. Unfortunately, you can't customise the teams and put your own name in as manager, which I personally would have liked. And there's no option to call an 'audible' at the line of scrimmage, so once you've called a play, you're stuck with it.

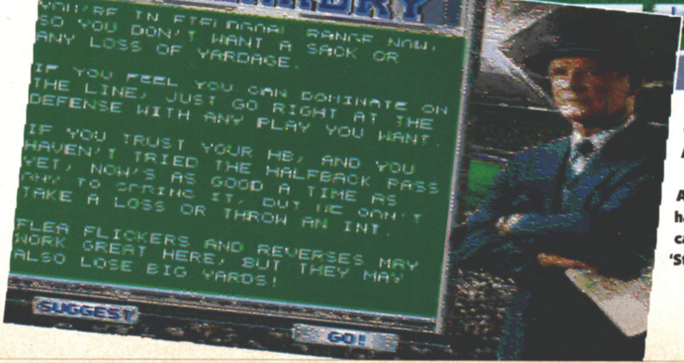
For the non-fan, I'm not so sure. It's certainly a great way to introduce yourself to the game, as it gives you all the information you need and there are help menus available too. But, if you like strategy games, well, that's exactly what this is, and you may find you like it. And as for me – I'll be playing it for ages.

● *TIM TUCKER*

> "You can easily pretend you're in the NFL"



23.2% of the public believes that there's too many statistics in American Football. About 36% too many, to be precise.



YOU'RE IN FIELD GOAL RANGE NOW, SO YOU DON'T WANT A SACK OR ANY LOSS OF YARDAGE.

IF YOU FEEL YOU CAN DOMINATE ON THE LINE, JUST GO RIGHT AT THE DEFENSE WITH ANY PLAY YOU WANT.

IF YOU TRUST YOUR HB, AND YOU HAVEN'T TRIED THE HALFBACK PASS YET, NOW'S AS GOOD A TIME AS ANY TO SPRING IT, BUT HE CAN'T TAKE A LOSS OR THROW AN INT.

FLEA FLICKERS AND REVERSES MAY WORK GREAT HERE, BUT THEY MAY ALSO LOSE BIG YARDS!

And here's Mr Landry himself, a generous hat-wearing gent who can only talk in capitals. It's actually his own personal 'Strategy Football' that you chuck around.

▲ **UPPERS** Excellent American Football strategy game, with all the facts, figures, and stats you could possibly want. The animations are really very good for this sort of management game, and, all in all, it's a thoroughly absorbing and entertaining experience...

▼ **DOWNERS** ...if you like American Football. I suppose there's not much here for anyone else, but it certainly might convert the uninitiated to this mighty sport. Lack of a proper league system is a bit disappointing (you have to play all the league games yourself if you want to simulate a typical season), and there's no Super Bowl or playoffs to aim for. 45 quid's EXTREMELY expensive too. It's also a real downer that the Miami Dolphins got beaten in the AFC championship by Buffalo earlier this year, but that's got nothing to do with this game.

THE BOTTOM LINE

I love it, but I may be in a minority. At £45 it's far too expensive, and if you're looking for an American Football game, *John Madden's* is still the first choice. Despite all that, if American Football fascinates you, this will too.

THE BOTTOM LINE

A1200 Totally compatible, with slightly faster responses and animations – as you might expect. It still plays exactly the same though, so no big surprises there.

77 PERCENT

COHORT 2

Where did Caesar keep his armies? Well, on his floppies, if this Roman battle wargame is to be entirely believed.

Game: Cohort 2
Publisher: Impressions
Authors: Edward Grabowski, Andrew Prime, Jeffrey Von Brakenton
Price: £29.99
Release: Out now

Put your feet up, stick on your favourite Garfield slippers and give out a huge sigh of relief, Mr Jonathan Davies, 'cos your wargaming days could well be numbered. It's a particularly well-hidden fact here on AP that Jonathan isn't actually the huge wargame fan we make him out to be – it's just that up to now, the regular staff writers hated, loathed and despised most wargames with the sort of venom and antipathy generally reserved for cabinet ministers. But not any more though: enter stage left Cam "Way back in the 'Nam" Winstanley, the guy who's proud to admit that he likes guns, the guy who spent three years at college blowing things up and filming them, the guy who genuinely DOES love the smell of napalm in the mornings. (Okay, so it's all hype, but I reckon that building a 'larger than life' magazine persona is one of the many facets of the job. I mean look at Stuart, he's got size 6 shoes but his ego's a 13 at least. But I digress.)

Although it's a game in itself, *Cohort 2* can be linked with *Caesar*, to form a sort of all-encompassing Roman extravaganza experience, only minus the lions and the being-graphically-unpleasant-to-Christians bits. Apparently, it's also (and I quote from the box) "a more than worthy successor to the original *Cohort*". Blimey, I think it has to be a Good Thing that I never saw the original without all the 'enhanced' features.

The idea behind the game is to create a table-top battle on a computer, which is a concept that I can definitely get my head around. Many were the weekends I spent during my teenage years, crammed into the spare bedroom with my mates, moving little legions of Orks and Goblins and Elven miniatures across a large expanse of green felt and rolling entire helmetfuls of dice to decide the outcome of each conflict.

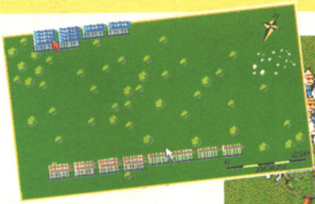
So: why doesn't *Cohort 2* impress me then? Well, for a start there's no two-player option that would let you mash your mates, leaving you completely in the solitary world of Lonelygamer, Nofriendsville. Secondly, even though there are eight different terrains, they're all pretty similar, and once you've got two armies wedged in, there isn't very much room for manoeuvring, or tactics, or anything that makes wargames such a pleasure for those who prefer a more cerebral form of entertainment than pressing the fire button.

> **"Something resembling your average terrace brawl"**

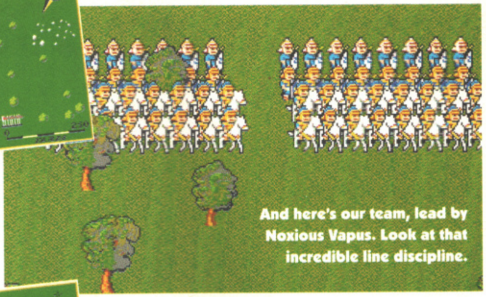
The control system's mercifully user-friendly: all you have to do is click on a unit, then tell them which way to face, where to move to, and how fast, and they're off. The action freezes whenever you give orders, so there's no pressure to react to the battle in real time. However, once you've moved your troops near the enemy, things rapidly get confusing, and any semblance of order goes out the window as the entire battle regresses to something resembling your average European Cup Quarter Final terrace brawl.

This isn't fun, or interesting, or anything really. The archers don't kill soldiers fast enough to stop them advancing, the cavalry don't seem particularly good at anything other than looking horsey, and after a few goes, you tend to fast-forward the game to see the outcome. Plus, if you let the game play all the way through without giving a single command, you still stand a good chance of winning – hardly a bonus for strategy fans. *Cohort 2* is pretty and accessible, but it's starting to dawn on me why poor old Jonathan always gets the wargames.

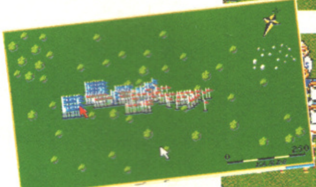
● ***MARK WINSTANLEY***



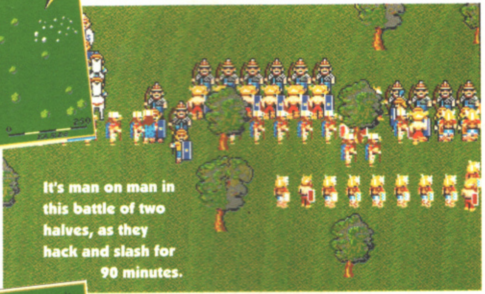
Good evening sports fans – and welcome to the biggest, bloodiest battle of AD122.



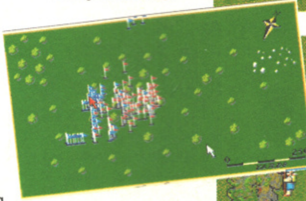
And here's our team, lead by Noxious Vapus. Look at that incredible line discipline.



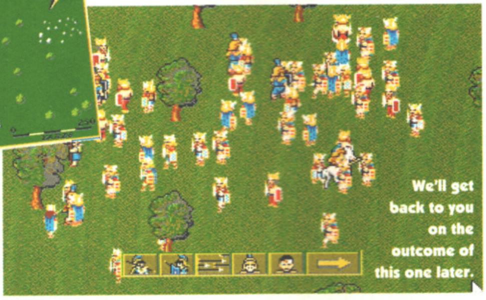
And they're off! Flanking round the barbarians is a fine move when the fists really start to fly.



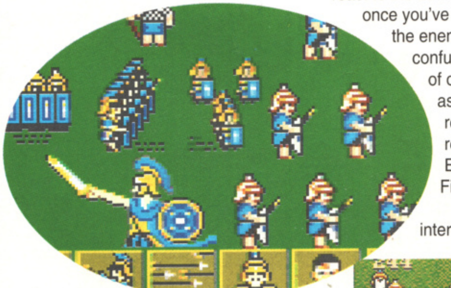
It's man on man in this battle of two halves, as they hack and slash for 90 minutes.



Ten minutes into the fray and... er... I really don't have a clue what's going on. Anyone, anyone?

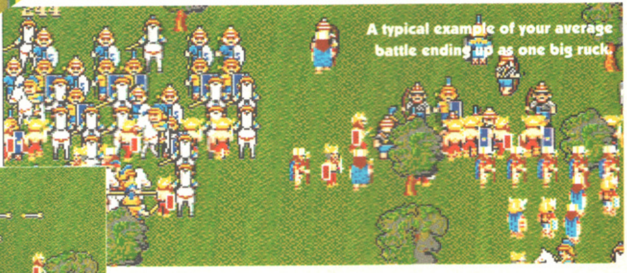


We'll get back to you on the outcome of this one later.



Clockwise from top left: firing squads, formation dancing and cross-dressing modes.

Arrows have a tendency to change direction mid-flight and then not injure anyone anyway.



A typical example of your average battle ending up as one big ruck.

UPPERS A user-friendly control system, and it's remarkably easy to get into. The horse-whinnying, sword-clashing, battle noises are kind of atmospheric too.

DOWNERS It's possible to win a battle without giving a single order, which certainly brings the tactical value of the game into question. Too few terrains, too limited scope for tactics, too much like a school playground ruck simulation.

THE BOTTOM LINE

Probably a fair representation of how battles were fought way back when back. However, manoeuvring your units for a few minutes before the whole thing dissolves into a confusing scrap isn't much fun, and, it must be said, doesn't really bring out the Julius in you. Only worth considering if you want it as an expansion for *Caesar*.

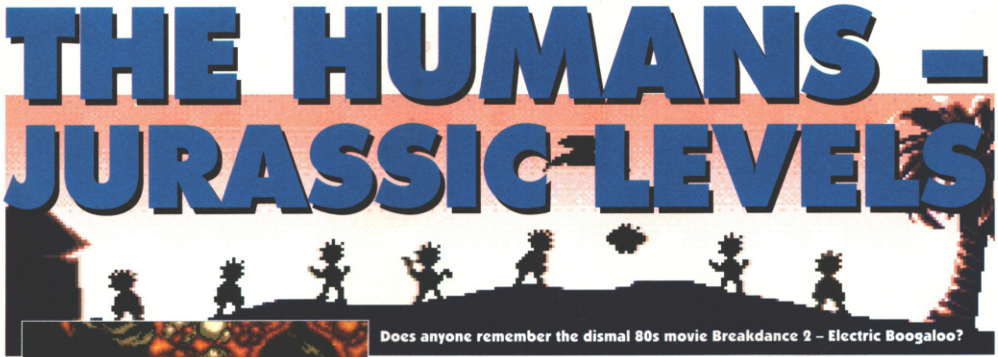
THE BOTTOM LINE

A1200 Well, it seems to run slightly faster on the 1200, but (typically) this doesn't make any big difference to the gameplay.

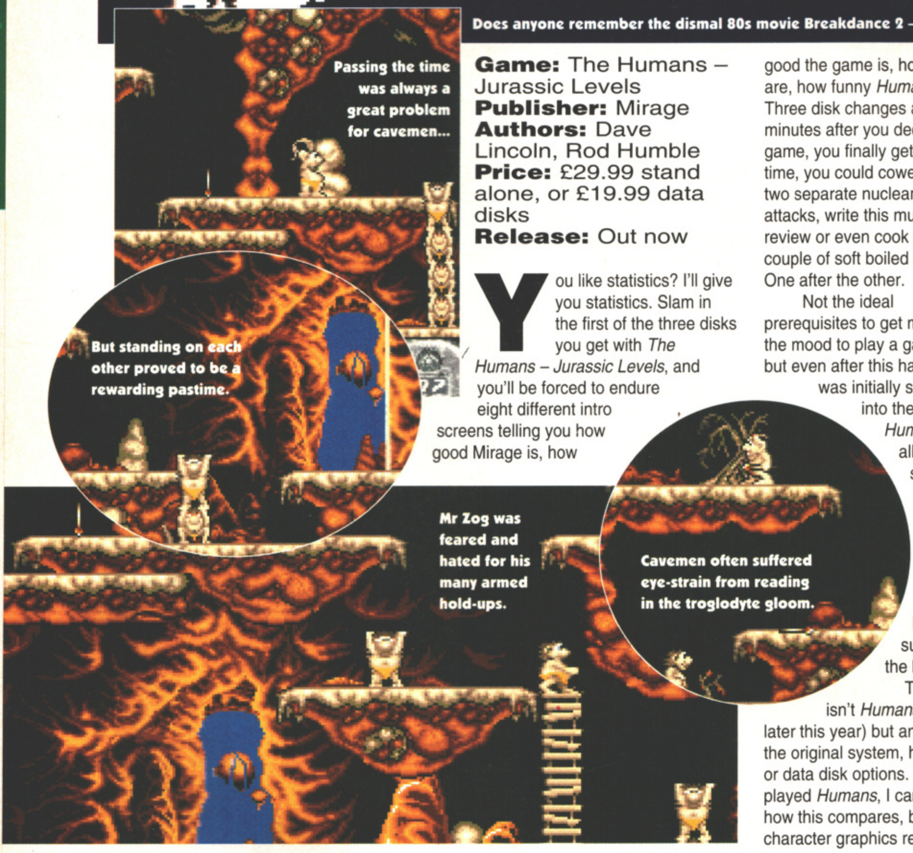
52 PERCENT

Loads of extra courses for the race that keeps on running...

THE HUMANS – JURASSIC LEVELS



Does anyone remember the dismal 80s movie Breakdance 2 – Electric Boogaloo?



Passing the time was always a great problem for cavemen...

But standing on each other proved to be a rewarding pastime.

Mr Zog was feared and hated for his many armed hold-ups.

Cavemen often suffered eye-strain from reading in the troglodyte gloom.

Game: The Humans – Jurassic Levels
Publisher: Mirage
Authors: Dave Lincoln, Rod Humble
Price: £29.99 stand alone, or £19.99 data disks
Release: Out now

You like statistics? I'll give you statistics. Slam in the first of the three disks you get with *The Humans – Jurassic Levels*, and you'll be forced to endure eight different intro screens telling you how good Mirage is, how good the game is, how wonderful Imagitec are, how funny *Humans* is, and so on. Three disk changes and almost eight minutes after you decided to have a quick game, you finally get to play. In the same time, you could cower in terror at two separate nuclear missile attacks, write this much of a review or even cook a couple of soft boiled eggs. One after the other.

Not the ideal prerequisites to get me in the mood to play a game, but even after this hassle, I was initially still really into the idea of *Humans*. I'd seen all manner of screen shots and read the sort of press release stuff that said "It's just so much better than *Lemmings*". However, as Flavor Flav from Public Enemy once put it so succinctly, don't believe the hype.

The *Jurassic Levels* isn't *Humans 2* (which is due out later this year) but another 80 levels using the original system, hence the stand alone or data disk options. Seeing as I never played *Humans*, I can't really comment on how this compares, but the scenery and character graphics really are impressive and impossible-to-fault throughout, with the cavemen going through all the actions necessary for evolution in a cheery and well-presented manner.

You've got to complete various tasks such as discovering fire and rescuing fellow tribe members, and along the way, your quest is aided by spears, ropes, stone wheels and even witch doctors. The trick is to get the right piece of equipment in the right place so that the Humans can clamber all over the level to their goal.

This is a great idea, with the comic cavemen looking good, and the puzzle-filled gameplay giving you something to get your synapses into. The game comes apart when you get into the mechanics of it. To lower a rope over a cliff, for example, the Human has to be right over the edge, or the rope won't go all the way down. Unfortunately, if you go over by so much as a pixel, you end up with one splatted caveman which means a decreased chance of finishing the level.

Another supposedly simple task is getting the boys to form a tower. You do this so often that there really should be an icon to do it automatically, but instead you have to click on each one and move them into the formation, then take them all down again afterwards. All this is a bit tiresome, and it wound me up so much, I was forced to flick elastic bands at Lisa until she started crying and I felt bad about it. Not really one to recommend, I'm afraid.

● *MARK WINSTANLEY*

> "Something to get your synapses into"

UPPERS Great graphics, funny little characters, bongo drum-tastic effects, and lots of thought needed. Oh yeah, and you get some neat cardboard puzzles included free.

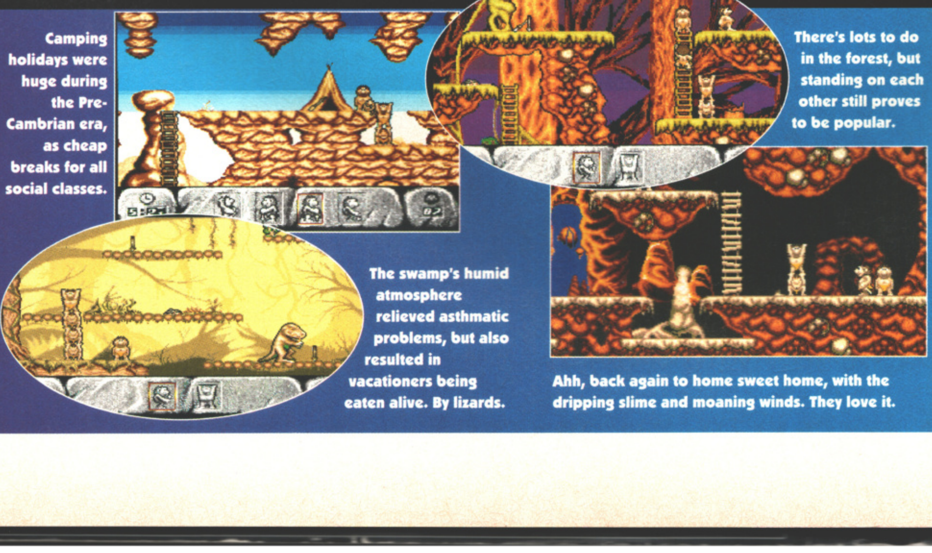
DOWNERS How many different intro screens does any game need? About half a dozen less than this one, I'd imagine. Instant death by placing humans one pixel too close to the edge results in many a rude word shouted. Takes ages to achieve anything, which is heartbreaking when you mess up. Tedious disk swapping too.

THE BOTTOM LINE
What's all the fuss about? It's inevitable that this kind of save-'em-up will tend to get mentioned in the same breath as *Lemmings*, but the fast and furious puzzler element just isn't there. Lurking in its place is the ability to make you feel little or no enjoyment in the game. Playing more than three levels at a time seems like a chore.

THE BOTTOM LINE
A1200 Not 1200-compatible, just like the original *Humans*. Sorry!

63 PERCENT

MORE HUMAN – THAN HUMANS

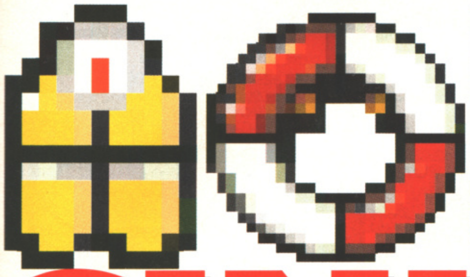


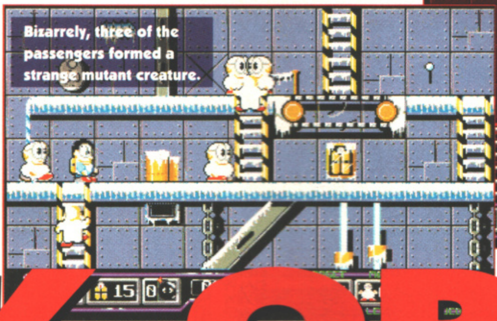
Camping holidays were huge during the Pre-Cambrian era, as cheap breaks for all social classes.

There's lots to do in the forest, but standing on each other still proves to be popular.

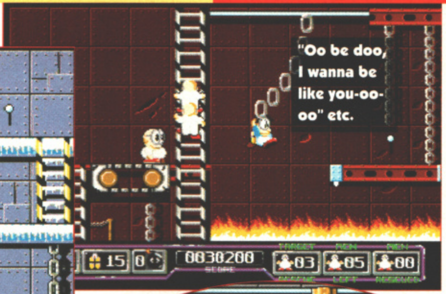
The swamp's humid atmosphere relieved asthmatic problems, but also resulted in vacationers being eaten alive. By lizards.

Ahh, back again to home sweet home, with the dripping slime and moaning winds. They love it.

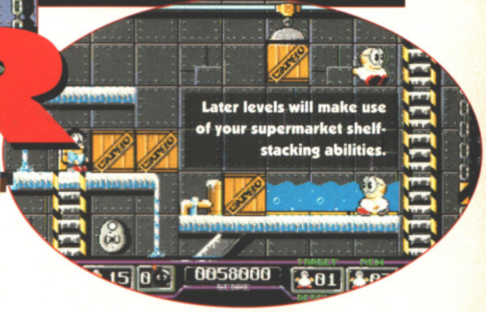




Bizarrely, three of the passengers formed a strange mutant creature.



"Oo be doo, I wanna be like you-oo-oo" etc.

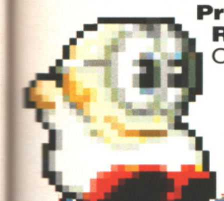


Later levels will make use of your supermarket shelf-stacking abilities.

SINK OR SWIM

There's platforms, puzzles and plenty of water. But it's not all plain sailing.

Game: Sink Or Swim
Publisher: Zeppelin Premier
Authors: Andrew Drake, Anthony Gallop, Stephen Wannell and Robert Tucker
Price: £25.99
Release: Out now



Just in case you're as stupid as I am, the pun in this game's sub-title ("Starring Dim Passengers") is, of course, a Kim Basinger gag. Yeah, I know, it looks obvious written down, but it completely eluded me for days, so I thought I'd save you the head-scratching.

Get past the awful jokes (the hero of this aquatically-themed game is called Kevin – oh be still my aching sides – Codner), and you find that *Sink Or Swim* is a platform-based puzzle game with a number of distinct similarities to *Krusty's Super Fun House*. You're a trouble-shooter on board a sinking passenger liner, and you have to save the 'Dim Passengers' of the title by guiding them through escape hatches to safety. (Obviously. They'd be pretty crap escape hatches if they led to a tank full of piranha fish, or something.) To help and hinder you, there're various items and bits of machinery to negotiate or manipulate, and the whole thing takes place over 60 levels of (obviously) increasing difficulty.

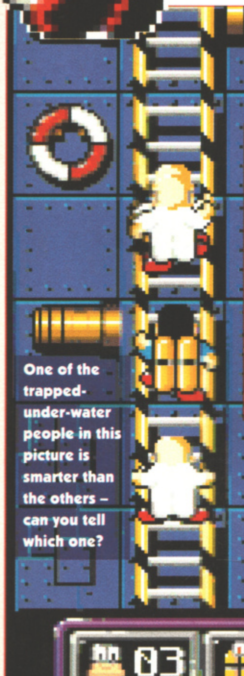
So far so peachy, then, but there's a flying fish in the ointment. Your character (I refuse point blank to use that terrible, terrible name) moves in blocks, rather than pixels. That is to say, graphically he moves in pixels, but one move of the joystick moves him several pixels at a time. What this means in practice is that when, say, you're climbing a ladder, the slightest twitch of the stick to the left or right will make the character walk unstoppably off the side of the ladder and fall to the bottom again. Now, considering this is a game which calls for some fairly speedy manoeuvring around the screen once you get past the first few levels, that's a flaw which isn't just irritating, but utterly wall-nuttingly infuriating.

> "But there's a flying fish in the ointment"

The controls in general are really skittish and over-responsive – just a little bit of calming down would have resulted in a lovely, playable feel, but the way it is at the moment you simply haven't got a chance after level ten or thereabouts – well, not unless take the rather extreme measure of soldering up the diagonals on your joystick.

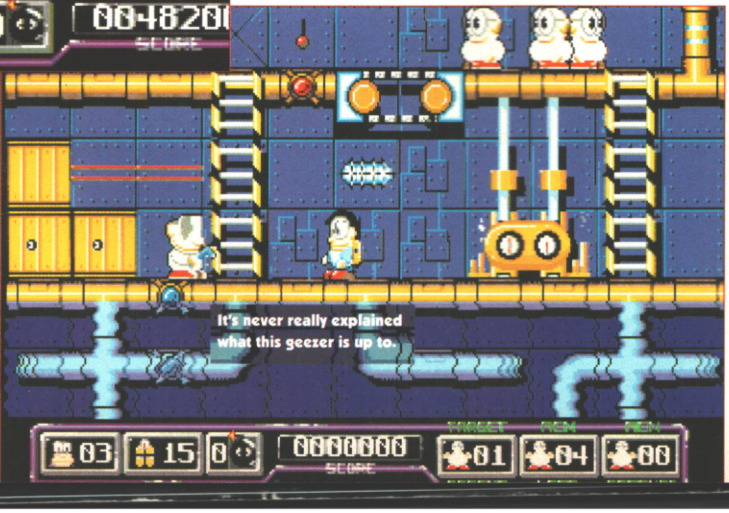
This is so close to being a really nice platform puzzler that it hurts – the difficulty curve's good, there's just the right number of elements to manipulate to stop it getting too repetitive (and each new one gets introduced with a nice simple 'teaching' level), and the actual puzzles are well designed. It could be better than *Krusty's Super Fun House*, but the sloppy and infuriating controls all but scupper it. When it comes to the crunch, the puzzles themselves are hard enough without your character leaping all over the place of his own volition.

● ***STUART CAMPBELL***



One of the trapped-under-water people in this picture is smarter than the others – can you tell which one?

It's no use trying to burn your way out of trouble here, pal.



It's never really explained what this geezer is up to.

UPPERS Lots of levels, looks nice, a bit more variation than the average puzzler. The intro music is very Jean-Michel-Jarre-ish, but despite that it's pleasantly mellow, and some of the in-game sound is excellent too.

DOWNERS The imprecise control is really annoying, and having passwords after every level means it won't take you forever to play through to the end.

THE BOTTOM LINE

A sweet enough platformy puzzler, but in all honesty, the way it stands it's a budget game at full price. After *Lemmings 2*, the puzzle game goalposts have been shifted, and this attempt just isn't up to the price tag any more.

THE BOTTOM LINE

A1200 The game's a downright change-free zone on the big 12. No obvious differences to report.

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BUDGET

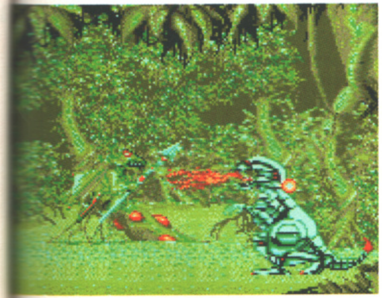
Come on down to the budget pages, where the price is right, the beat is fresh, and much general cheapness abounds. We've reviewed so many criminally low-price games this month that we're practically illegal. And that's true.

METAL MUTANTS

Publisher: Daze
Price: £9.99
Release: Out now

I have a problem. No, not that one – the extensive course of psychotherapy took care of that a while ago. As a matter of fact, my problem concerns this game. You see, I know that it's crap, but for the last few days I've been regularly loading it up and trying to get further than the last time. The thing is, I've been going through a bit of an identity crisis this last week, as well as losing a fair amount of sleep over all the usual unsolvable mysteries of the cosmos and the ultimate futility of man's place in the universe, and... *(Tim, please get on with the review. – Ed).*

It's this sort of horizontally-scrolling robot beat-'em-up – although it doesn't scroll, it jumps from screen to screen when you reach the edge (*Dizzy*-style) which I hate. Your character can morph between being an ordinary common-or-garden cyborg, a robotised dinosaur (you've got to see it to believe it) and a tank-type-thing with laser guns. Each of your three alternative characters has different abilities, and each one is best suited to dealing with a particular sort of menace. For example, the bees can only be destroyed by the robo-dinosaur's fiery breath, while their nest has to be shot down by the tank-type-thing.

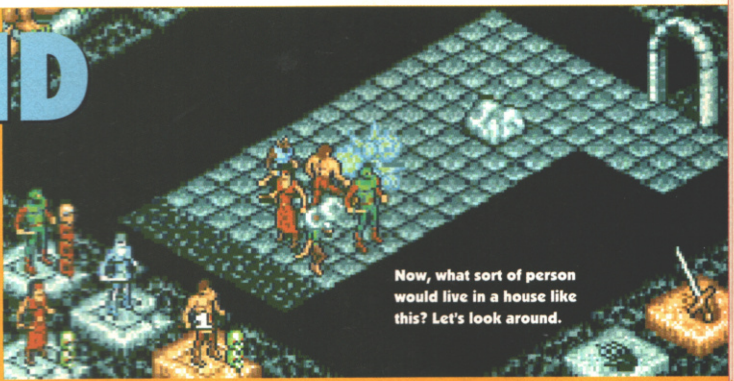


Just like Transformers™, *Metal Mutants* are robots in disguise. As dinosaurs.

I suppose you could say this adds a puzzle element to the action, and indeed there are puzzles of sorts to solve, so I guess it's not as completely mindless as I first suggested. The controls are fairly flexible, but some of the fights are hardly exciting – the robo-dino biting swamp reptiles on the shoulder is hilarious the first few times, but it soon gets boring.

LEGEND

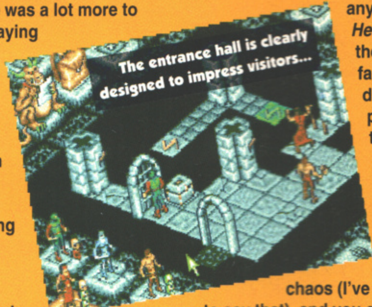
Publisher: Mindscape
Price: £14.99
Release: Out now



Now, what sort of person would live in a house like this? Let's look around.

Cast your mind back through the mists of history, to the Dark Ages, the Lost Era. A time when the Youngers regularly met in the flickering gloom to gather around the ancient map. A time of 12- and 24-sided dice, of miniature figurines called things like orcs and hobbits which were lovingly hand-painted by their owners. A time when your Mum made the tea for everyone who turned up.

Yeah, there was a lot more to Fantasy Role-Playing Games in those days. You all had to sit around in a circle, and it was fraught with real danger, like the constant threat of tea being spilt all over the graph paper, or somebody at school finding out that you were playing Dungeons And Dragons and laughing mercilessly at you all the way through puberty.



The entrance hall is clearly designed to impress visitors...

Then computer role-playing games were invented and, not long after, computers themselves inevitably arrived on the scene (I think it was that way around). *Legend* (the game under consideration here, in case you've forgotten) is of this genre, but avoids being like anything else you've seen, which is just one of the reasons why it's so darn groovy.

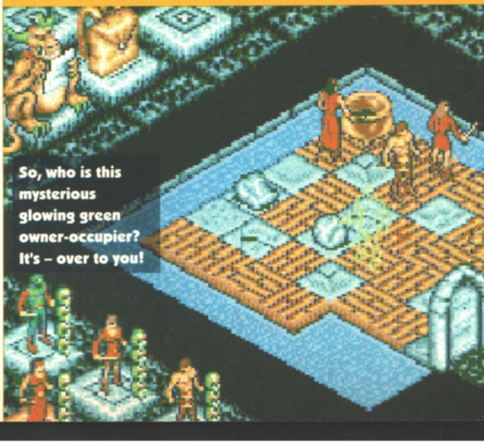
The perspective's unusual for an RPG, being an isometric 3D view of the action (although anyone who's seen *Hero Quest* will find the look eerily familiar). I'll dispense with the plot, only to say that it's all about the struggle between good and evil in a world driven mad by the dreams of chaos (I've always wanted to say that), and you control a team of four travellers whose mission is to vanquish this evil. It's a big game. You have a land map to travel around, which can result in impromptu tussles with evil hordes, dungeons to explore, towns to investigate, ancients to meet and exchange runes with – it's all here.

The control system is very smooth and easy to work with. The characters react intelligently, fight sequences are actually entertaining, there's lots to discover and plenty of brain-numbing puzzles to solve. And gone is the need for graph paper, 'cos there's a mapping facility on screen.

Okay, but there's a couple of niggles. First, why do we have to put up with all these statistics? It can take half a day to work out what sort of state your character's in by comparing his hit points with his armour class, strength, constitution, luck and all that wibble. Is he close to death or what? – that's all we need to know. Second, the over-complex spell system. There are a lot of runes to learn in spell casting, so why does the Damage rune look like the letter S and Teleport have a strong resemblance to an R? It just means that it takes that much longer to learn the system, which isn't fun when you've got foul unmentionable demons from the gates of hell bearing down on you.

But these are minor points and don't detract too much from this otherwise fab and gripping game. On budget it's a bargain, so if you think you've seen everything the RPG can offer, give this a try. You can't go wrong.
● *TIM TUCKER*

...but the tiled bathroom is warm and cosy.



So, who is this mysterious glowing green owner-occupier? It's – over to you!

THE BOTTOM LINE
Here's a bottom line for you – it's only fifteen quid (all games should be this price), it'll last you ages, and it's great. So buy it.
88 PERCENT

Graphically, it seems to consist of about four colours (green, light green, dark green and red), and quite honestly looks dreadful. The sounds are bog-standard *(Excellent swamp-based pun there, Tim. – Ed)* and the gameplay is minimal and predictable. Like I said, I have a problem, in that I have been enjoying this for the last couple of days. But I know for a fact that, even at ten quid, if I recommend this I'm gonna get lynched. It clearly lacks all the things that make a game great, or even good for that matter. So I'll have to put my mild addiction down to mental illness. Yes, that must be it.

● ***TIM TUCKER***

THE BOTTOM LINE

Crap really, but it has a certain charm (the dinosaur's gait is pure comedy), and it kept me playing for a while. I can't recommend it, but it does have something to offer (like, maybe if you're really stupidly rich) and it is only ten quid.

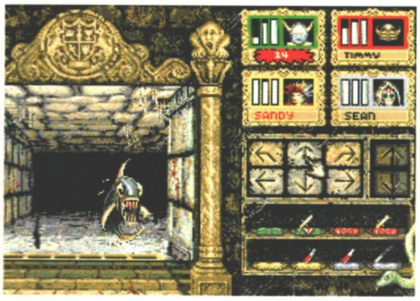
52 PERCENT

KNIGHTMARE

Publisher: Mindscape
Price: £14.99
Release: Out now

In the world of Fantasy Role-Playing Games there are two things which have a lot to answer for. The first is J R R Tolkien, who wrote some great books but is also directly responsible for some dire derivative rubbish. The other is *Dungeon Master*, the first computer FRPG with an easy-to-use graphic control system, and a cracking good game to boot.

Knightmare is a game that owes a lot to *Dungeon Master*. The control system is practically identical (although the graphics have a slightly different feel to them), the fighting system's similar, object manipulation is the same, and even the way that you encounter the bad guys is straight out of *DM's* book.



The dungeon is ready blah blah Helmet of Justice blah blah falsehood blah blah truth accepted. And so on.

This is no bad thing if the result is a good game, and in this case I'm happy to say it is. You control a party of four adventurers, which you can choose before you start the game, and there are some interesting variations on the usual stock fantasy characters, including a Genie, Ghoul and Insectole (whatever that is). You have four different dungeons to explore in order to complete your quests, which involve retrieving a shield, a cup, a sword and a crown.

There's plenty of atmosphere, loads of fighting and puzzling to be done, and with four fair-sized quests you should be kept busy for quite some time. Some of the fights are a bit irritating, especially if you lose a party member and are forced to either re-trace your steps to the life regenerator or load up a saved game, but it's not enough to deter you from playing the game. If you're hungry for a good RPG, this is a great bargain.

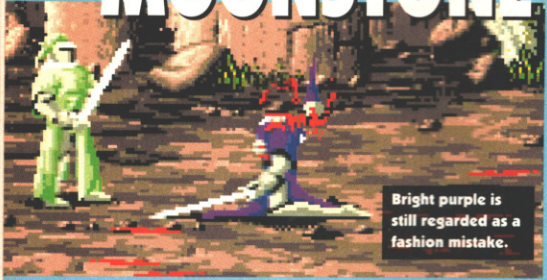
● ***TIM TUCKER***

THE BOTTOM LINE

After *Legends of Valour*, games like this are starting to look a little out of date, but this is still a good game that's worthy of your attention. If you're new to the genre, try *Eye of the Beholder 2* and *Dungeon Master* first, but if you've been all through them and are looking for more, try *Knightmare* for size.

73 PERCENT

MOONSTONE – A HARD DAY'S KNIGHT



Bright purple is still regarded as a fashion mistake.

Publisher: Mindscape
Authors: Anderson Art Studios
Price: £14.99
Release: Out now

If there's one thing guaranteed to warm the cockles of the heart of this particular writer, it's a game (like this one) that includes the option 'gore on/off'. This presumably means that someone in the marketing department was worried by the programmers' bizarre and borderline disturbing sense of humour. In this game, to quote the first Nightmare On Elm Street movie, "you don't need a stretcher, you need a mop."

Up to four players can have a go at this 'magical quest'-type game, which is set in some far-off ancient kingdom. The time of the Moonstone is upon this land, and four knights, one from each corner of the kingdom, set off to find the four keys that'll enable one lucky contender to enter the Valley of the Gods, where he'll have the privilege of being torn limb from limb by a huge and scary Guardian. Assuming you can crawl away from this conflict victoriously clutching the Moonstone, it's just a quick hobble to Stonehenge where the druids will thank you kindly, grab the stone and then tell you to leave them alone, in a 'game over' kind of way.

As with most games, indeed as with life, there are a number of obstacles to overcome before you gain this grudging gratitude. For a start, the keys are guarded by all manner of entertaining monsters, the other knights are out to get you, and there's even the option of losing all your cash in some sort of moon-related dice game. You move your knight across the main map, which shows the four terrains making up the kingdom. Whenever you encounter another knight, or a monster's lair, then hurrah! It's fight time.

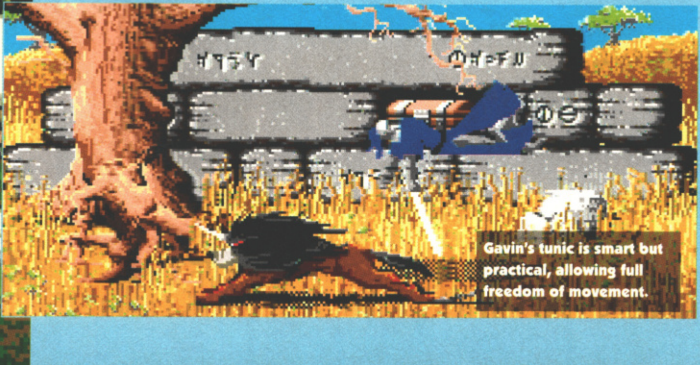
Summer yellows (as worn by both models here) are now back in.

It's probably just a little sad to admit it, but what makes the fight scenes so much fun is the amount of blood spilt. It jets through the air, flows from gaping stomach wounds and gathers in huge puddles on the ground. Baloks jump on you, bursting you like a ripe watermelon, wild unicorn dogs gore you, and nasty Troggs run you through with spears and then dangle the dripping corpse several feet off the ground. It's all done in such an over-the-top way that it's impossible to (a) take it seriously, and (b) not to think of Monty Python and the Holy Grail.

***Moonstone...* is pretty much a hack-and-slash game with a quest thrown in but, with four players, you have the added option of waiting until they kill the monsters, then mugging them for all their money, with which you can buy better armour and weapons in the cities. The trading's quick and easy, and leaves plenty of time left for hacking things up. And that, I think, is where I came in.**

● ***MARK WINSTANLEY***

Loose-fitting scarfs go well with the 'outdoor' look.



Gavin's tunic is smart but practical, allowing full freedom of movement.

THE BOTTOM LINE

***Moonstone...* straddles the area between beat-'em-up and adventure, and produces fair versions of both. You can probably finish it in a few days, but that doesn't really matter, since the adventure aspect's a bit lame anyway, and just an excuse to trash some bad guys. The disk accessing's intrusive at times, but robbing your friends gives the game long-term appeal.**

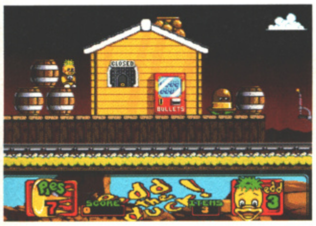
74 PERCENT

EDD THE DUCK 2 – BACK WITH A QUACK

Publisher: Zeppelin
Price: £7.99
Release: Out now

Look, what the hell's going on here? It's not as if we expect very much from budget games in the way of plot depth or character exploration, but this is just insulting. On the crappy little bit of folded paper that accompanies the disk, you get a couple of paragraphs of insipid puns about a Wild West saloon. Then there's a little diagram of what the joystick does. And that's it. Like, sorry if I'm being picky here, but WHAT ARE WE SUPPOSED TO BE ACTUALLY SODDING WELL DOING?

Looking to the game for help proves equally fruitless – it throws you straight into the (and I use this term loosely) action, which is stodgy, slightly-animated, almost-soundless scrolling platformy stuff where you throw custard pies at some baddies. Reaching the exit of the first level is easy, but you can't go out of it until, experimenting, you pick up a brown lump that might be a hat of some sort. Or it might not. Whichever, why it lets you go through the exit is never satisfactorily explored. Level two brings you, er, some more of exactly the same, ie more pitiful dross against a strikingly similar backdrop, and proceedings continue in the same vein for as long as you can stand it – in my case, about four minutes.



The generally less-than-wonderful Mr Edd.

Really, I can't imagine how anyone, having secured such an, er, prestigious licence, could have written a game to go with it in a more desultory, slapdash, shoddy manner. I know it's only eight quid and all that, but I haven't seen a game this awful in a very long time. I'd rather spend the rest of my life locked in a room with Andi Peters and all the presenters of The Disney Club than play it again.

● *STUART CAMPBELL*

THE BOTTOM LINE

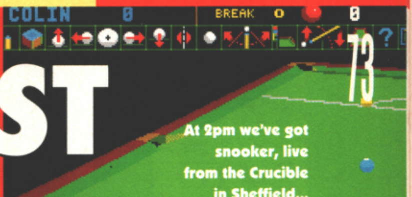
Astonishingly rudimentary platformer that, remarkably, somehow manages to be even worse than the first *Edd The Duck* game. *Back With A Quack* makes the language that we're allowed to use in a family magazine seem woefully inadequate, and gets 3 percent for the quite-nice intro music and screen.

3 PERCENT

THE GREATEST

Title: The Greatest
Publisher: Beau Jolly
Price: £29.99
Release: Out now

Compilation time again, folks. This time we're looking at *Dune*, *Lure Of The Temptress* and *Jimmy White's Whirlwind Snooker*, a trio of Virgin titles of varying vintage, on release again not from Virgin, oddly enough, but from budget maestros Beau Jolly. It's a cerebral kind of pack, with even the token 'arcade' offering being a game that calls for a fair amount of thought-power, and at ten quid a game it's a little more demandingly-priced than the usual compilation. But, hey, let's not complain – two of the titles here are less than ten months old, all three are still performing pretty impressively in the charts, and all three were originally 30-quid games, so you're hardly getting ripped off. Still, enough of that. What you really want, I know, is a little mini-review of each game in the pack followed by a dinky summing-up paragraph, so let's go.



At 2pm we've got snooker, live from the Crucible in Sheffield...

...followed by freestyle Temptress-Luring at 3.

Jimmy White's Whirlwind Snooker is a 3D, every-way-scrolling and zoomy-in-and-outy snooker game. It's got some great sound effects in it that Archer Maclean made by rubbing two balloons together (no, really), and if you were to have a really wild dream in which you imagined the best computer snooker game possible, it still wouldn't be any better than this one.

Lure Of The Temptress is my personal favourite so far of all the *'Monkey Island*-ish' adventures that we've seen such a bundle of recently. It's got a lovely, dingy atmosphere and (it seems to me at least, although these things are kind of subjective) less intrusive disk-swapping and accessing than most in the genre.

Lastly, but only leastly in the sense that it's very slightly less good than the two other very good games on the collection, there's *Dune*. Manfully resisting the temptation to turn a film licence into a multi-level scrolling platform game, Virgin came up with an inventive strategy/adventure/wargame affair which, nonetheless, was apparently most remarkable (well, according to our original review by Dave Golder) for featuring a character who looked like Francesca Annis. Dave's hormones aside, though, this is a well smart game which'll keep you engrossed for more than a tenner's worth of time for sure.

All of which leads to the inescapable conclusion that this is the summing-up paragraph, and far be it from me to buck tradition. For ten quid each, all of these games have to be seen as extremely good deals. In fact, even if you've already got one, 15 quid apiece for the other two is still way short of unattractive. *The Greatest* is a compilation oddly bereft of the usual obligatory turkeys, and for that novelty value alone it's worth a buy. And for the three great games too, of course.

● *STUART CAMPBELL*

Rounding off the afternoon, it's fancy-dress sumo wrestling.

THE BOTTOM LINE

Top-quality compilation of largely recent and still-popular games for the more thoughtful gamer. If you've ever had a thought of any kind at any time in your life, you'll do well with this compilation.

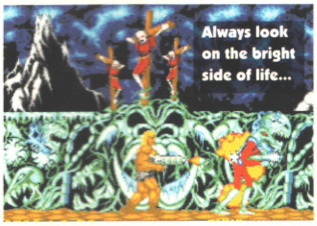
85 PERCENT

THE PLAGUE

Publisher: Global Software
Price: £7.99
Release: Out now

I'm desperately searching for something, anything, nice to say about *The Plague*, so that this review'll start on a high point and you'll have to read all the way through it to work out whether the game's worth buying or not. I think I've finally got one, so here goes. *The Plague* is the first game I've ever seen where you can actually sign your name when you get into the high score table. Like, I bet that one's got you scrabbling for your £8 and heading for the shops right now, hasn't it?

Dropping any pretence of storyline, the flimsy leaflet makes things quite clear with its concise instructions to "destroy everything that moves". So, even the novice games player browsing through the latest releases down at his local 'Platformers R Us' megastore could deduce that the elements of strategy and planning are kind of non-existent in this title. Add to this list enjoyment, addiction, good graphics, superior stereo sound and any reason to play the game more than three times (other than a rabid programmer with a large gun up your left nostril, which is the only one I can think of) and you're getting a fuller picture of just how far from my heart this game is.


Always look on the bright side of life...

Gameplay goes like so – badly animated barbarian runs from left to right, shooting things. Bizarre backgrounds struggle vainly to conjure up an image of the world laid to waste by genetic mutation, while weak bloopy noises limp out of the speakers. Lizard men get shot, bubbles and lava pits kill you and you rapidly wish you were somewhere else. *The Plague?* I'd rather have tetanus.

● *MARK WINSTANLEY*

THE BOTTOM LINE

Anyone who'd been encased in carbonite for the last thirty years and saw this couldn't help but be impressed at the extraordinary progress of computer technology. The rest of us should kick sand in the face of this game and then steal its bike. Top entertainment for the chronically bed-ridden.

22 PERCENT

SPACE MUTANT 4
SHOWS
2:00 PM 4:00 PM
MOE'S

The young man was last seen proceeding along Springfield High Street late on Tuesday evening.

THE SIMPSONS – BART VS THE SPACE MUTANTS

Game: The Simpsons – Bart vs The Space Mutants
Publisher: The Hit Squad
Price: £9.99
Release: Out now

With the other Simpsons games still dragging their heels (seen *Krusty's Super Fun House* or *Bart vs The World* in a software shop near you recently? Thought not. What on Earth are Acclaim playing at?), the re-release of this first adventure of the spiky little yellow dude is a welcome sight for all of us post-modernist sociological satire fans. *Bart vs The Space Mutants* is a straight conversion of a game which you can now buy on pretty much every format from the Game Gear upwards, but which originated on the clunky old 8-bit NES.

Yes, that's right, the NES – an ultra-primitive piece of kit with hardly any colours, a deep reluctance to display more than about three sprites at any one time, sub-Spectrum sound and a general level of sexiness on a par with Bernard Manning in a bucket of sick. NES games, as you might expect, are very rarely anything to write home about. The Amiga version of *Bart vs The Space Mutants* is, save for a slight tidying-up of the graphics and marginally brighter colours, exactly the same as the NES game. You might also expect, then, that it'd be rubbish. Sorry, folks. Wrong again.

JEBEDIAH SPRINGFIELD

Police would like to interview this man, a possible key witness.

This is a smashing little game, for an unconvincing-sounding collection of reasons which I'm about to try to outline. For a start, it's bloody hard. It's a good deal less obvious than it first seems, with a fair scattering of puzzles that still regularly manage to stump Last Resort correspondents to this day, and the puzzle aspect is married to platform-leaping requirements as strict (in its way) as, ooh, *Prince Of Persia*. It's only five levels long, but they're fearsomely big ones and every inch of progress is hard-won.

It all feels very Bart-y too, which is odd considering that there's very little of what you could term Bart's World in it. Somehow, though, you really do get the impression that you're wandering around Springfield. I think it's probably the big solid blocks of primary colours and the simple sprites that do it – the true art of cartoonery, after all, isn't just drawing fluffy things with big eyes. It's giving an impression of something that's loose and ambiguous enough for you to impose your own imagination on it, hence allowing yourself to relate to and be drawn into the cartoon's universe, and that's something this game does expertly. Still, that's going a little deeper than I'm paid for, so let's get back to the game.

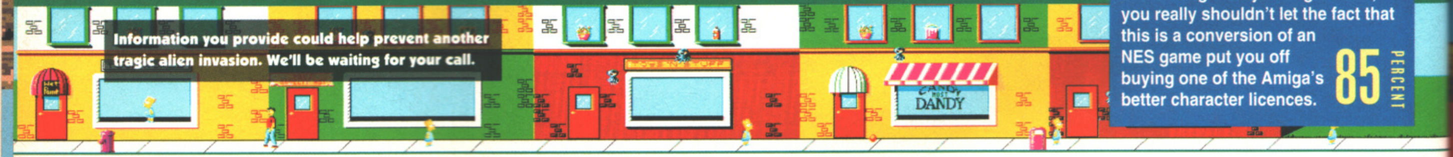
Bart vs The Space Mutants has a plot so ridiculous that it's a stroke of genius, presentation so cursory that it feels like a new version of Workbench rather than a front end, sticky controls that take half a day to come to terms with properly and graphics that your little sister could knock up with *DPaint* in half an afternoon. It's also a game that I've been playing on and off on my NES and Amiga for well over a year now, and I've still only just managed to scratch the fifth level. Normally I've got as much patience as a man with only half a pack of cards, but I keep on playing this, and that's got to count for something. Or maybe it doesn't. But hey – that's enough philosophy.

● *STUART CAMPBELL*

THE BOTTOM LINE

Uncomplicated but much more demanding than you might think, you really shouldn't let the fact that this is a conversion of an NES game put you off buying one of the Amiga's better character licences.

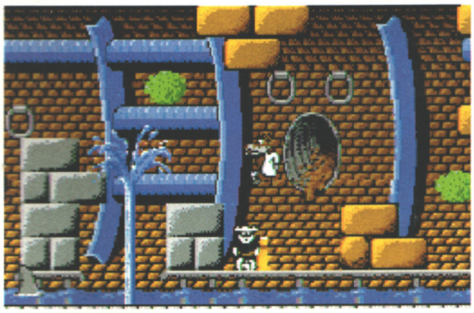
85 PERCENT



Information you provide could help prevent another tragic alien invasion. We'll be waiting for your call.

DOC CROC'S OUTRAGEOUS ADVENTURES

Publisher: Zeppelin
Price: £7.99
Release: Out now



It's just like Have I Got News For You. With crocodiles. In a sewer.

If you didn't have us lot at AP to aid you in buying games and just went for the ones that looked interesting, I reckon you'd end up disappointed a lot of the time. Here's a case in point. Stuart rather kindly let me choose the budget games I wanted to review this month, and after looking at the plot lines and screen shots I chose this as one of them. I thought it looked wacky, different and refreshing.

Basically if I'd have been in a shop clutching eight quid, this is the one I would have gone for. Let's see how it strikes you. A video printing press has been invented, but has been accidentally blown up by Doc Croc, blasting the latest edition of the comic he works on all over the sewers. There are four characters which you control around the sewers to pick up the bits of the video printing press and the pages of the comic and bring back the joke punchlines.

You choose the character you want to control from the Doc's office, then choose one of the four drains they can enter. From then on it's 8-bit-style platform antics all the way, with the emphasis on jumping and avoiding things. If you find that character's comic page you can enter the page and play a little sub-game to get to the punchline jokes. If you find another character's comic page, remember where it is and on the next go send that character to get the punchline. *(If all this sounds familiar, it's because it's all based on the old kiddies' TV show Round The Bend. In fact, the game was a Round The Bend licence in its 8-bit incarnation, but now, probably because the show's not on any more, it's got a new name. Shame they didn't change the title screen, though. Okay, Tim, all yours again. – Ed)*

There's a time limit to do it all in, of course, and finding a punchline increases the time left to complete the task. See? It sounds great, doesn't it? Unfortunately, it doesn't live up to its promise. One of the most irritating factors is that if you get hit by anything you're immediately sent back to the office, which is more than a bit annoying when you're just getting the hang of one of the drains.

The graphics have a very 8-bit look to them, which isn't too shabby but definitely could be better. Probably the worst thing about the game, though, is that you never feel rewarded for your efforts, I guess until you've finished the game (which I haven't). Okay, so you might find a few pages, but half the time you're using the wrong character so you can't do anything with them. The levels get easier with familiarity, but can still be annoyingly tricky, and before you know it time's up and the game's over, and you feel like you've achieved nothing. Most of us play games to get some sort of feeling of satisfaction, even if it is from the complete annihilation of a species, so I can't see this one being on anyone's playlist for long.

● *TIM TUCKER*

THE BOTTOM LINE

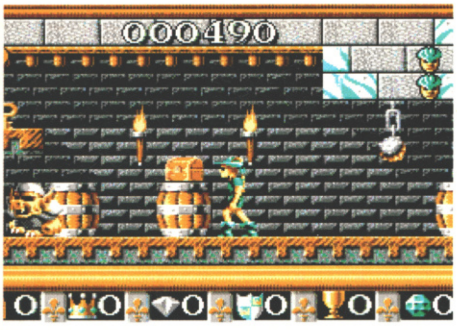
Not terrible, just disappointing. Great plot, and yes, a refreshing variation on the standard platform fare, but still it's too frustrating to be fun. Please – somebody take the idea and do it properly.

55 PERCENT

ROBIN HOOD – LEGEND QUEST

Publisher: Code Masters
Price: £7.99
Release: Out now

Okay, let's kick off with a quick joke:
Q: Where does Robin Hood buy his flowers?
A: Sherwood Florist!


Following the Weetabix commercial, Robin went 'underground'.

Okay, let's get on with the review. I've got a problem with my Amiga at home – I have to fight to get a go on it. It's very popular in my house is our Amiga, especially when *Stack Up's* in the drive. I tried to play *Robin Hood – Legend Quest* over a weekend at home, I carefully unpacked it and, in my excitement, I accidentally knelt on the cellophane wrapping just as I slipped the disk into the drive. My brother (visiting for the weekend) came rushing in, grabbed the joystick from me and started playing.

I tried to recover the joystick, but I was thwarted at every turn. "Look, I've got to review that. Let me have a go."

"No, I'm doing really well here. It's a shame it's not in colour (you really should get that telly fixed, you know), but it's a nice little platformer."

"It's not that good, look at the way Robin Hood's animated, he moves like some sort of wooden puppet."

"Well, okay, he doesn't exactly glide along and he does look a bit awkward when he bends down. But that's cos he's so big, it'd be a lot better if he was smaller. I think you should give it a good review. It's really hard too, but watch! I'll show you where I can get up to. First I've got to collect all the keys, jump on all the chests and avoid all the arrows. It's like most things in life, just watch your step – take things one at a time and you'll be okay. Right, now this is the bit I can't do. Gently does it... ah... oh damn. It's impossible, I can't do it. You try."

At last! Right, this is fine... dum de dum de dum... aha, it's the difficult bit, I bet I can do it. Okay, here goes... damn.

A whole two hours later and the Barker household still hasn't got past that tricky bit that's just ten minutes into the game. Maybe we should have persevered, but somebody put *Stack Up* in the drive and we forgot all about poor Robin.

● ***LINDA BARKER***

THE BOTTOM LINE

Decent enough platformer in the *Gods*, er, tradition (ie it's almost exactly the same), but too jerky and not original enough to keep you interested for more than, well, the 10 minutes it'll take you to get to the hard bit we got stuck at.

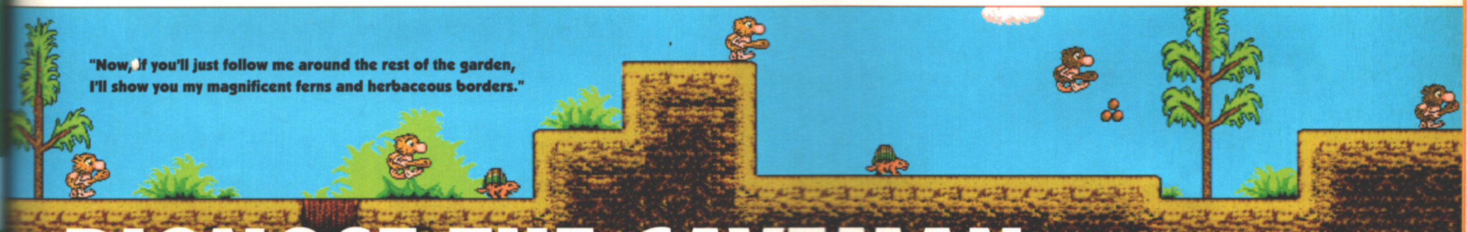
50 PERCENT

LOST DUTCHMAN MINE

Publisher: Global Software
Price: £7.99
Release: Out now

Moseying into the Lost Dutchman Computer Exchange and Console Mart (circa late 1800s) you'd have been most surprised to discover that, although a copy of this game currently retails at a tad under eight quid (that's about 13 bucks), it would then have set you back an astounding 400 folding greenbacks. Not only that, but you'd then have to hang around for the best part of a century to actually play the durned thing. Downer.

Taking the role of a Wild West prospector, the idea of this hopelessly sad and not quite terminal mess is to find the legendary Lost Dutchman Mine, which has sort of been, well, lost really. On the way are all sorts of equally sad sub-sections, such as the fishing game (too dire to go into here) and the poker game, which gave me bizarre ZX Spectrum flashbacks.


"Now, if you'll just follow me around the rest of the garden, I'll show you my magnificent ferns and herbaceous borders."

BIGNOSE THE CAVEMAN

Game: Bignose the Caveman
Publisher: Code Masters
Price: £7.99
Release: Out now

At first sight this budget release from the Codies looks like a poor man's *Chuck Rock*, and after playing it for a while you realise that's because it *is* a poor man's *Chuck Rock*. But that's not necessarily a bad thing if you get some good gameplay for your eight quid (and let's face it, with some games putting you back up to £40 in the middle of a recession, there's more incentive than ever to look to the budget section for your games). So, let's give it a fair old try.

I have to admit that on loading this game my first thoughts were "What a turkey". It looks and feels like an 8-bit console game – you know the sort of thing by now, keep walking right hitting things and jumping over dangerous chasms, and in this sense it's incredibly linear.

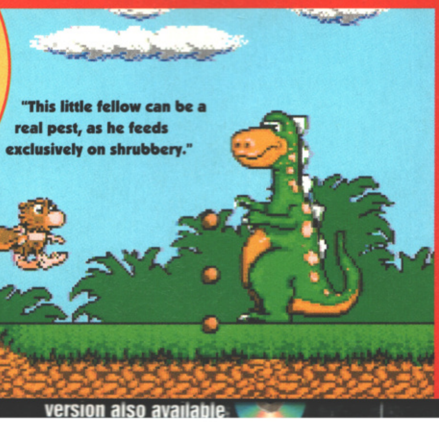
At the start of the game, your trusty club is the only weapon that you have to dispense baddies with, but there are rocks on the way which you can pick up and from then on you have stone-throwing capabilities. That is until you get hit by a baddie, at which point you're back to your club again. There are also bones to pick up which give you 'bone-us' points (their joke, not mine), and other pick-ups in the shape of large rocks on the ground, which can be smashed for goodies or booby prizes.

Well, it's hardly breaking new ground then, but despite my initial misgivings, it's not all that bad. It's actually quite addictive, mainly due to the very simplicity which at first seems to make it inferior. There's always that feeling that you could get a bit further if only you stuck with it, and consequently time passes and you find you've been enjoying this game for quite some time.

Having said that, it's not the kind of game that's going to get you massively involved. There's not much depth to the gameplay, and at some point I reckon you're going to get bored with the concept and put it down. It's not too big either, so even if you do stick with it I shouldn't think it'd take you that long to finish, and when you have you won't come back to it again. But then, hey, it's eight quid, it's enjoyable enough, and I guess that might be just enough to make it a worthwhile purchase. A mild diversion rather than a serious distraction.

● ***TIM TUCKER***

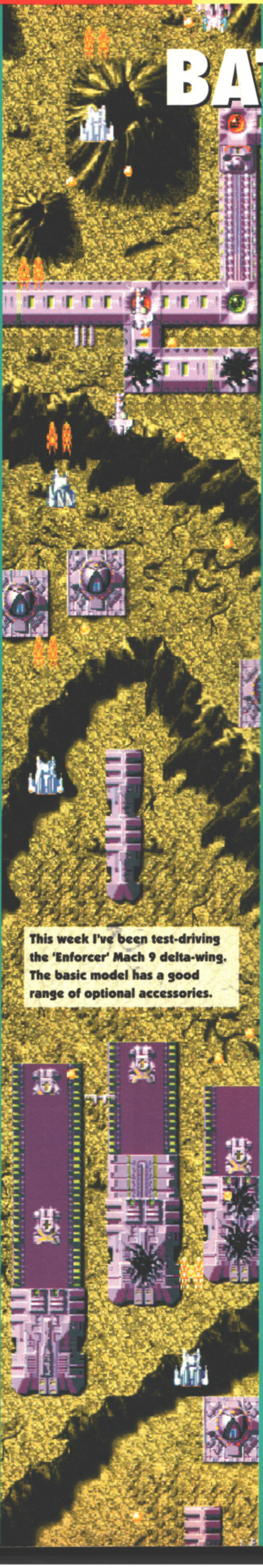
"Whereas this chap, by eating harmful aphids, is truly the gardener's friend."


"This little fellow can be a real pest, as he feeds exclusively on shrubbery."

THE BOTTOM LINE

There are so many good platformers about, even on budget, that it's hard to make this a solid recommendation. This is the sort of game that you might flirt with, chat up and buy a drink, and maybe even take home for a cup of coffee and a snog, but wouldn't actually want to form a deep and meaningful relationship with. Still, if you go for it, you can rest assured that it's not going to have cost you all that much. (Oops, this Bottom Line appears to have become mysteriously politically incorrect. Sorry.)

63 PERCENT



This week I've been test-driving the 'Enforcer' Mach 9 delta-wing. The basic model has a good range of optional accessories.

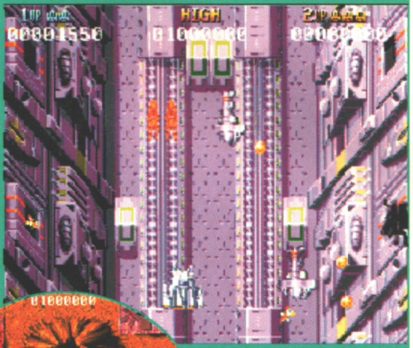
BATTLE SQUADRON

Game: Battle Squadron
Publisher: Global
Price: £7.99
Release: Out now

Wait a minute. What's going on here? Didn't we do this last month? Ah, no. *Battle Squadron* is the second in a genealogy of four games notable for their almost total similarity to each other. Starting off about a billion years ago with a game called *Hybris*, the line takes in this game, then *Wings Of Death* (released by Thalion), and finally last month's 70-percent-scoring *Lethal Xcess*. All the games were vertically-scrolling shoot-'em-ups, all of them boasted attractive, metallic graphics, all of them (as far as I can remember) had simultaneous two-player modes, and all of them shared the same power-up system.

What this involves, and off the top of my head it's a system unique to these games, is that there are several power-up paths you can take. When you blast a power-up-yielding baddie, he'll relinquish one of several different kinds of power-up (or a single one which cycles through all the types). If you keep collecting the same type, you'll build up your main weapon to a fearsome degree, but if you get one of a different type, your gun will revert to the lowest level of that type's power and you'll have to start all over again. It's a weird system, and I'm spending so much time going on about it because it has a strange effect on the balance of the game(s).

At first, *Battle Squadron* is off-puttingly hard. The baddies are a little more intelligent than you might be used to (if you don't shoot them when they appear, they'll often come after you, hound you into a corner and waste you, rather than just drift off the bottom of the screen), they're resistant to more shots than usual, and right from the start they're pretty heavily armed. Consequently, you'll spend most of your first couple of attempts in a ball of flame, and begin to get a little dispirited. Another couple of games in, though, and you'll begin to power up your gun, to a point where most enemies disintegrate at the mere thought of it. Beyond here (and we're only talking about maybe two-thirds of the way through the first level) things get ridiculously easy and hence very boring, unless you accidentally pick up the wrong power-up or somehow manage to get shot, at which point the game gets totally and utterly impossible again.



The Enforcer handles well, and is nippy both around town and out on the open road.

Many shoot-'em-ups suffer from this kind of flaw (the baddies at a certain point being designed solely under the impression that by then you'll be powered up to a certain level, with no chance for the player who finds himself in a different situation to drag himself back into contention), but it's precisely the one that sorts out the good shoot-'em-ups from the bad ones, the *SWIVs* from the *Project Xs*. *Battle Squadron* is all technically very fine and everything, and it's undoubtedly one of the better games in a genre strangely short of good ones, but I'm afraid it just doesn't light my candle at all.

● *STUART CAMPBELL*

00823100
HIGH
01000000

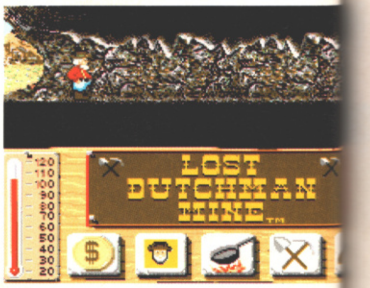
However, parking can often be a problem, due to the large turning circle.

THE BOTTOM LINE

Eerily similar to *Lethal Xcess*, despite being several years its elder, this is a tough and pretty shoot-'em-up that only really suffers from a lack of character and a bit of a power-up imbalance. Doesn't really compete with *SWIV* or *Sky High Stuntman*, but it's well up there in the League Of Vertically-Scrolling Shoot-'Em-Ups. Not that that's saying a lot.

70 PERCENT

Is this out on the C64, and if not, why not? The graphics look 8-bit beyond belief, but that still doesn't excuse the gameplay. Keeping fed and watered takes most of the time, but occasionally you can pan for gold in the river, or dig at existing mines. You trade in the gold for money – and let me tell you, you need plenty of it, what with a box of matches weighing in at five dollars, and a loaf of bread an astonishing ten buckeroonies. Unbelievable.



"What's that, Lassie? Billy's trapped in the old mine shaft? And he's got a silly hat?"

Which is a word that pretty much sums up the entire game. There's one last thing – when you die, the game asks you "Play Again?" Be glad you are given this choice. You should answer: "No".

● *MARK WINSTANLEY*

THE BOTTOM LINE

Stay away all you arcade fans. Stay away all you adventure fans. Stay away all you strategy fans. Stay away all you Wild West fans. Stay away all you platform fans. And so on.

24 PERCENT

4TH & INCHES

Publisher: Hit Squad
Price £9.99
Release: Out now

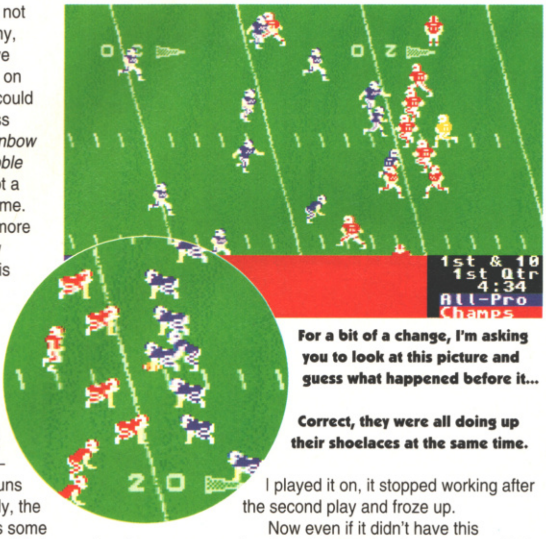
Many people don't understand American Football. They don't understand the fact that even though the game time is one hour, it actually ends up taking about four. It's all to do with the pace of the sport, you see. Soccer is played over 90 minutes, cricket is often played over a few days, and American Football takes about four hours. But none of this explains why it takes *4th & Inches* an intolerable amount of time to simply take the kickoff, let alone perform a Short Hook passing play with play action fake.

This is slow. So slow that any metaphor would be hopelessly inaccurate. It attempts to offer an arcade American Football game, but ends up as one of the most laughable experiences ever committed to disk. You choose your formations, plays and which player you want to control and then laugh hysterically as what looks like a geriatric morris dance is enacted right before your unbelieving eyes. Only it's not really that funny, because you've spent ten quid on this crap and could have spent less money on *Rainbow Islands* or *Bubble Bobble* and got a really good game.

There's more than just a few problems in this game – it's virtually unplayable. It seems to be incompatible with just about every Amiga I tried it on, for a start – the 500 Plus runs appallingly slowly, the 1200 produces some sort of flickering block over the players, and both of these are supposedly supported. The 600 produced the best results, but no matter what computer I played it on, it stopped working after the second play and froze up.

Now even if it didn't have this alarmingly inconvenient bug, you wouldn't want to touch this with a bargepole because (a) the animation is simply dreadful, consisting of about two frames of action, animating at a hideous rate of about one frame per two seconds, (b) the gameplay lacks any excitement due to the agonisingly slow speed of it all, (c) there is never the feeling that your control of the players has any significant consequence in the game, (d) there are only two teams to choose from – All-Pro and Champs (I mean, come on), (e) there's hence nothing resembling a league system, and (f) I could go on forever, but you get the point. The point being that you couldn't spend your tenner more disastrously than on this game. Avoid it. Please.

● *TIM TUCKER*



For a bit of a change, I'm asking you to look at this picture and guess what happened before it...

Correct, they were all doing up their shoelaces at the same time.

THE BOTTOM LINE

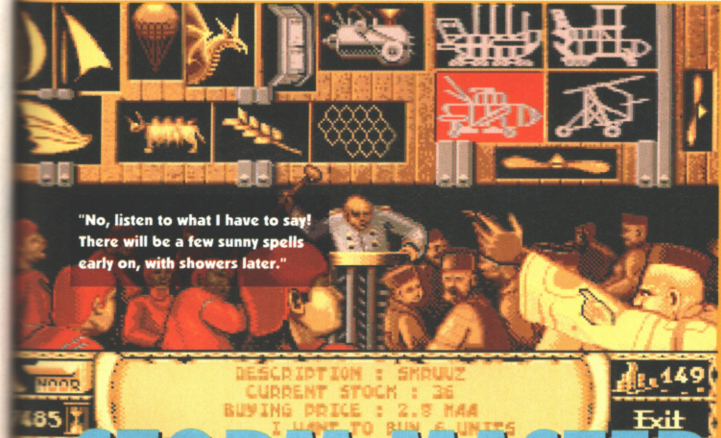
Just crap, with no redeeming features whatsoever. This gives American Football a bad name, and you'd be infinitely better off saving up the extra fifteen quid for *John Madden's*. I've said why above, so let me use this space to give my own public support to the Miami Dolphins next season. Go for it, boys.

3 PERCENT

POPULOUS AND THE PROMISED LANDS

Publisher: The Hit Squad
Authors: Bullfrog
Price: £12.99
Release: Out now

Blimey, yet another copy of *Populous!* What with all the boys and girls of AMIGA POWER being shoe-horned into a tiny office packed with all manner of Amigas, Apple Macs and the 1:4 scale model of the Eiffel Tower that we build out of non-working coverdisks that people send back to us instead of to DisCopy Labs, space is at a premium, and every copy of *Populous* we get adds to the weight that will one day, no doubt, cause the games shelf to come crashing down amidst a shower of plaster and wallpaper. We've got the original version, the budget version, three



"No, listen to what I have to say! There will be a few sunny spells early on, with showers later."

STORM MASTER

Publisher: Games Worth Playing
Authors: Silmarils
Price: £12.99
Release: Out now

Those crazy-mad French blokes are at it again. They really are completely potty, or at the very least have an imagination beyond the realms of us normal, sane (ish) types inhabiting the real world. Recently the same team came up with the lush-looking but thoroughly flawed *Transarctica*, a game based around the less-than-mainstream subject of post-apocalyptic train management, but all those who missed one of their earlier efforts can now check it out on budget. So what, you may wonder, have those wacky Gallic funsters come up with this time? Check out this storyline, and then tell me that I'm not the only one who's concerned about the ground-level sanity of the Silmarils team.

For reasons never fully explained, the neighbouring islands of Eolia and Sharkaania on the planet Urgaa have been grumpy for centuries, and you've been honoured by being appointed the Grand Magister of Eolia, ruling over the Council of Seven. In this privileged position you have the run of the land, you are the ruler of all you survey, and you're undoubtedly heading for a surprisingly premature grave. You see, to gain the admiration and adoration of your people, all you have to do is pillage and destroy the seven enemy cities of Sharkaania (a feat your fathers and their fathers before them never quite pulled off) but if you slip up in any way... eek! Game over, man.

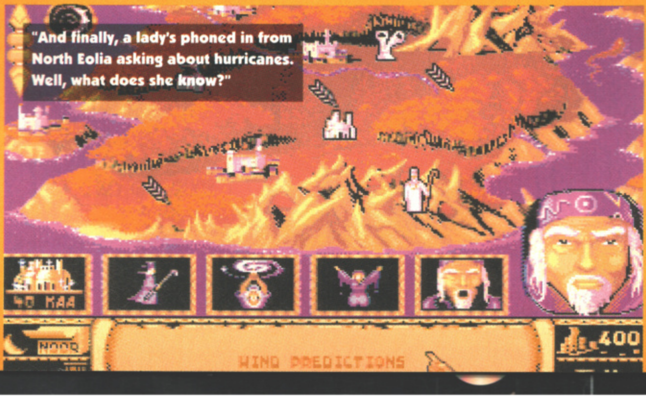
The Council of Seven control all aspects of Eolian society, from science, agriculture and commerce to religion, the military and even the seedy covert world of spies. As their boss, you've got to distribute the wealth of the nation between them, ensuring that there's always enough food for the masses, soldiers for the wars and materials for the warships. Unfortunately, when they're not getting bumped off by your enemies, the council are a miserable bunch who tend to feel neglected and wander off if you don't pay them enough attention.

Now, unpronounceable place names aside, the really bizarro thing about this is that the planet is ruled by the wind, so all travel and fighting is achieved using big flying boats. You get to customise your own fleet, and then set off to (hopefully) trash the bad boys in them. Should you come into air-to-air conflict, you play one of the strangest battle games I've ever seen, seeing off all manner of attacking craft with a catapult (as in medieval conflict, not the Bash Street Kids, stupid) and two massive crossbow bolty things.

"So, take care if you've left your washing out to dry."

It's hard to know who to recommend this game to, as it's neither an adventure game nor a wargame. It's best to think of it as a football management game, where you're the 'manager' of the world. You juggle figures, keep everyone happy, and since you're trying to destroy the other island, it's a game of two halves (arf, arf). It's a tough game to get into though, and definitely one for the shoot-'em-up up posse to avoid.

● ***MARK WINSTANLEY***



"And finally, a lady's phoned in from North Eolia asking about hurricanes. Well, what does she know?"

THE BOTTOM LINE

At times *Storm Master* is a lot of hard work for little reward, and to get the most out of it, you'll have to put in a lot of hours. The graphics are lovely, there's plenty of depth and huge amounts of statistics to think about, so maybe if you're into juggling numbers and reading fantasy novels, this'll be just your thing.

71 PERCENT

versions from various compilations, and now this one. *Populous?* Popular, more like. Arf, arf. *(Oh dear. – Ed)*

Okay, so for the benefit of Mr "I've never played *Populous* 'cos I've been asleep for the last decade" out there, this was the original god sim, in which you get to be some kind of deity on a massive megalomaniacal power-trip. You mess around with your followers by altering their isometric world and encouraging them to build on the flat bits. In turn they adore you, giving you enough psychic energy to trash the followers of another god. When your boys kill the others, you've won.

The ancient tribe of the Book People lived near an enormous book-shaped book.

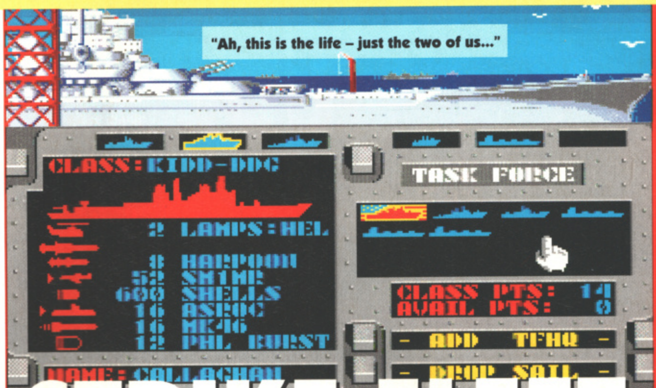
The addition to this version is a data disk with five new worlds on it, like a Wild West and a French world. It's really funny watching comical French types building Arcs de Triomphe all over the place, but what does it add to the game? Not a lot, I'm afraid, and if anything the modern settings detract from the idea of gods ruling over primitive man. This is a very old game now (in Amiga terms) and I reckon that 13 quid's asking a bit much, even with a flossy addition.

● *MARK WINSTANLEY*

THE BOTTOM LINE

Populous is a brilliant game – fact. However, this is now the fourth or fifth re-release of it, either on its own or in compilations, and the *Promised Lands* data disk just offers you different sets of characters rather than any new challenges. This set as a regular budgie? Definitely. But for thirteen quid, you'd be better off grabbing the original second-hand.

75 PERCENT



"Ah, this is the life – just the two of us..."

CLASS: KIDD-DDG
2 LAMPS: HEL
8 HARPOON
52 SM1MR
600 SHELLS
16 ASROC
16 MK46
12 PHL BURST
NAME: CALLAGHAN
TASK FORCE
CLASS PTS: 14
AVAIL PTS: 0
- ADD TFHQ -
- DROP SAIL -

STRIKE FLEET

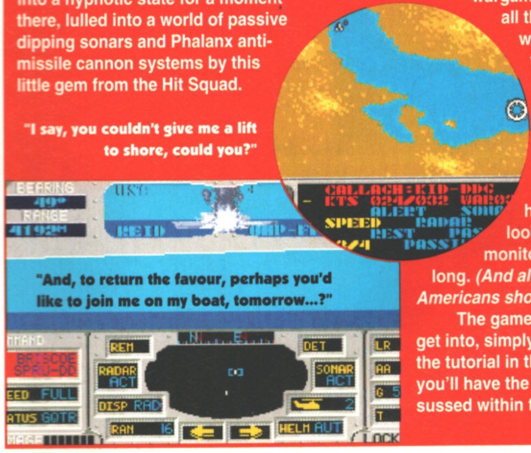
Publisher: Hit Squad
Authors: Electronic Arts
Price: £12.99
Release: Out now

One thing that really bugs me is being sunk before dinner time. Cruising the Straits of Hormuz certainly strikes me as a good way of passing the time, it's just that I get just so wound up when Exocets start scratching my paintwork and sending the entire fleet to the polluted bottom of the Gulf.

Oops, sorry about that, I lapsed into a hypnotic state for a moment there, lulled into a world of passive dipping sonars and Phalanx anti-missile cannon systems by this little gem from the Hit Squad.

It's one of their Platinum Edition releases, which is another way of saying that even though it's a budget re-release, you're still getting slammed for thirteen quid. In this case though, you're getting real value.

Strike Fleet is a modern-day naval battle sim, where you get to control a surface fleet of up to 16 vessels against all manner of air, sea and sub-aqua enemies. This isn't one of those WW2 sim jobbies, where you criss-cross the Atlantic plinking at destroyers. No way, what we have here is a state-of-the-art, fly-by-wire kind of wargame, simulating all the electronic wizardry that let the allies win the Gulf War with no worse casualties than a few dozen headaches from looking at TV monitors for too long. *(And all the guys the Americans shot. – Ed)*



"I say, you couldn't give me a lift to shore, could you?"

"And, to return the favour, perhaps you'd like to join me on my boat, tomorrow...?"

CALLAGH: KID-DDG
KTS 024/032
ALERT
SPEED
RADAR
REST
PASSI
BEARING
49°
RANGE
4192M
REID
REM
RADAR ACT
DISP RAD
RAN 16
DET
SONAR ACT
2
HELM AUT
LR
AA
G 5
T
BRISCOE SPRU-DD
EED FULL
ATUS GQTR
LOCK

The game's a breeze to get into, simply work through the tutorial in the manual and you'll have the mechanics sussed within twenty minutes.

Everything's mouse-controlled, and once you're into the actual game (as opposed to equipping your fleet) you have a complete overview of the game from just two well-presented screens. There's the map screen, that plonks you and your foes in some theatre of war, be it the Falklands, Gulf or Atlantic, and then there's the bridge screen. Remarkably, you can pretty much control the entire shooting match from this one screen, which means that the programmers thought long and hard before working out the game mechanics. And then went and got them spot on.

You control the fleet through a flagship, but can also split up the fleet and send them off individually. Clicking on a target on the radar presents you with a view of it, and allows you to zap it with a weapon of your choice. Easy.

As well as views from all the ships, you can even fly helicopters around, boosting your radar and anti-submarine capabilities. About the only downer in the game is the size of the graphics window, which tends to give you the feeling of fighting a war looking through a letter box. The actual graphics are great, with huge plumes of water splooshing up to signify near misses, and columns of smoke lingering around sunk ships for ages after the event, but I tend to think it was the graphics window which was compromised to fit everything on one screen. It's no great problem though, and certainly won't stop me giving this one a big fat nautical thumbs up.

● *MARK WINSTANLEY*

THE BOTTOM LINE

One of that handful of wargames that's slicker than a Shetlands coastline, *Strike Fleet* looks good, plays well, and will keep you entertained way into the night. Ever read The Hunt For Red October or Red Storm Rising? Tom Clancy would go ape over this.

90 PERCENT

SOCCER KID
SOCCER KID HAS REACHED THE LAND OF YUMMY CHOCCIES + YUKKY GREEN VEGETABLES...... BELGIUM! TO HELP HIM IN HIS QUEST TO FIND THE WORLD CUP HE ENLISTS THE HELP OF A WELL KNOWN BELGIAN DETECTIVE.......
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SO ⁝SNEEZE!⁝ YOU WANT ME TO ⁝SNIFF!⁝ HELP YOU FIND ZE WORLD CUP?
HI TO SIMON BLOOD
~PHIL~
YES ⁝COUGH⁝, THERE ISN'T MUCH TIME TO FIND IT ⁝SPLUTTER!⁝ TO MAKE MATTERS WORSE I'VE CAUGHT YOUR BAD COLD ⁝SNIFF!⁝
I BET YOU ARE AS SICK AS A POIROT!
SCRIPT BY JON JAMES.

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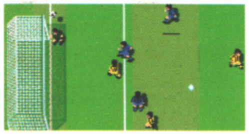
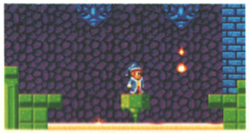
	 GOAL!	 INT RUGBY CHALLENGE	 WORLDS OF LEGEND	 WOODY'S WORLD	 SUPERFROG	 NIPPON SAFES
LINDA BARKER	Haven't played it	Really, really horrible ★	Haven't played it	Quite cute, but boring ★★★	Ooh, it's really sweet ★★★★	I like the nerdy one ★★★★
STUART CAMPBELL	Much improved, but no *Sensi* ★★★	Where do I start? ★	More of the same ★★★★	Dodgy control, not much soul ★★★	Cynical and lifeless ★★	Very nice indeed ★★★★★
DAVE GREEN	Looked good over Tim's shoulder ★★★★	Lucky I hate rugby ★	Almost (too) legendary ★★★	Dull but nice ★★★	Good'n'fast ★★★★	Dependably Euro-bonkers ★★★★
JONATHAN DAVIES	Haven't played it	Sad, even for sad people ★	The original's cheaper ★★★★	Nice but dull ★★★	See *Woody's World* ★★★	Haven't played it
MARK WINSTANLEY	Haven't played it	I loved it. No, just kidding ★	Original RPG – again ★★★★	Oh dear, it's a platformer ★★	Well, it's a platformer ★★★	Pick of the Month ★★★★★
TIM TUCKER	*Kick Off 6* ★★★★	Ha ha ha ha ha ha ha ★	Great RPG ★★★★	Haven't played it	Good platformer ★★★	Innovative and fun ★★★★★

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● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW.

'BEING A PSYCHIATRIST'

To all at AMIGA POWER,
Whilst I'm probably one of the most aged readers of your periodical, a young at heart 53, I can't help but find this computer games lark just so jolly enjoyable. I've also found that it helps many of my patients. Being a psychiatrist, I've recently noticed how playing computer games reduces tension and allows patients to have an outlet for their anger and frustration.

Greg, before his tragic and unfortunate death, found computer games as a new way of taking his anger out on something, instead of his former way of venting his anger on himself. I truly believe that if the power cut hadn't taken place, he would still be alive today.

So to conclude, I certainly believe that computer games are a good, entertaining way of recovering from mental illness, and that parents should be encouraged to support their children's gameplaying enjoyment.
Yours, Dr S Buscemi, Croydon

Yeah. What he said.

'FROM A CAR BOOT SALE'

Dear AP,
As a new convert to the Amiga, I've a few questions which I hope you can clear up for me. *(Sure! Fire away! – Ed)*

1. Are all film licences commercially-minded pap? For instance, are there going to be game versions of Thelma And Louise, Peter's Friends or Reservoir Dogs? *(We can only hope. – Ed)* Or are we doomed to suffer a diet of rubbish Arnie games for the next fifty years?

2. My only game is *Herewith The Clues*, which I bought from a car boot sale for 75p. I think I've solved it, but don't know whether CRL still exist. Do they, and if not how can I find out the solution? *(You could always try The Last Resort, with Large Jonathan Davies. – Ed)*

3. Is *Sonic* out on the Amiga? My boyfriend says it is, but everyone else thinks he's mad. Is he? *(In a word, yes he is. – Ed)*

Oh, and finally, thanks for a great mag, which could only be improved if Stuart Campbell posed naked. Any chances, Stu?
Kindest regards, Sally Menke, Crawley

Stuart says: "What, THE Sally Menke, the one who was the Editor on Reservoir Dogs? If so, pop round with the Polaroid any time." But for now, here's a little pic of Stu we found in our files...

'I'M NOT EVEN FEMALE'

Karyn Rachtman,
c/o Wimmin's International Rights
Suffragette House

Dear Sister,
How could you betray your sex so blatantly? I am a civilised wimmin, but if I were not, then surely I would threaten your life for immersing yourself so thoroughly in the company of such rapists. Computing is a predominantly scumbag hobby, and in my view, they are welcome to it, but for you to become editor, to control the uncontrollable, to be in charge of all those MEN, I find flabbergastingly unforgivable.

Actually I don't. I'm not even female. Oh I love you, can't you see that, Linda. Marry me, or I kill myself.
Joe, London

Oh dear.

'THE ONE AND ONLY'

Dear AMIGA POWER,
Re: Mandi's letter about 'that Word'.

I bought my eight year-old son 'the Power' today, and to keep up to date, I read it from cover to cover. The one and only thing I didn't enjoy reading was 'that Word' (you know the one I mean). *(She means 'crap', everyone. –Ed.)*

I entirely agree with Mandi and her friends and many others I know, and although you've already covered all of this, I feel so strongly about the unnecessary use of bad language, especially for impressionable young children, that I had to write to you.

Why should we parents admonish our children for a word YOU put into their minds and mouths? *(You shouldn't. There isn't anything wrong with saying 'crap'. It's a word, for goodness' sake. – Ed)* We can all be expressive with thousands of other words than this one. *(But why not use one that's perfect for the purpose? – Ed)*

How about 'diabolical' or if you really want to use a four letter word for publishing purposes, what about 'dead?' Surely this says it all.

PLEASE – in these awful times of the lowering of acceptable standards in English, can't AP take the initiative and be the first magazine to uphold GOOD grammar? Apart from this, thanks for such a good and enjoyable magazine.
Yours faithfully, Zofia Watchorn, York

PS I've lived for nearly half a century and have never used 'that Word'. I'm pleased to read that younger mothers have standards too.

'Dead'? 'This game is a load of dead'? Doesn't really work, does it, Zofia? And you're right, we have covered this pretty extensively already. Sorry, but 'crap' stays until the day that there are no more games deserving the description.

'MY SON IS VERY DISAPPOINTED'

Dear Sir,
As an offer for two years of Mountain Bike UK subscriptions my son received a free MBUK binder. He recently ordered two binders, one for AMIGA POWER and another for Mountain Bike UK magazines. I note that you market both and wish to make the following observations.

Whilst providing 12 steel rods, the divisions within the ends of the AMIGA POWER binder only permit eight magazines to be filed. The MBUK without divisions allows for 12+ magazines.

I note that the patent is pending on the AMIGA POWER binder and I feel that to change your other binders to this format would be a retrograde step.

My son is very disappointed with the Amiga binder as he still has magazines which he can't file. I welcome your reply.
Yours faithfully, P M Locker

Well, P M (and incidentally, as an appendix to our How To Write To AMIGA POWER guide in issue 20, this is the last time we'll print a letter from anyone without a first name), unlike MBUK, AMIGA

FAB COVERDISKS winner

'HARDER TO RESIST'

Dear AMIGA POWER,
It's now been over 18 months since magazines stopped putting full games on coverdisks. Before this happened, people who couldn't afford games every month had access to a cheap way of buying games through the magazines. Now of course they haven't, and so when they come across a chance to pirate games, they'll find it harder to resist.

It's hard to understand why ELSPA were so against full games on coverdisks in the first place, as most of the games were already out at a budget price, poor quality or delisted. Ironically, it was only when the decision had been made to ban complete games on covers that the quality of these games improved, and we've seen with the budget release of *Kid Gloves* that the fact it had been covermounted didn't affect its sales in the slightest.

Is it possible to contact Roger Bennet and find out if he believes that banning full game coverdisks has benefitted the software industry in any way? It seems unfair that mags have had to ban full games off every one of their issues and that some sort of compromise couldn't have been worked out. I suggest the following points:

1. Each mag is only allowed to put three or four full games each year.

2. The cover game must be at least two years old, or...

3. The game must have been released on budget for at least 6 months.

By putting this delay in, you practically guarantee that everyone who wanted the game would already have bought it, so for people getting it on the magazine, it's just a nice addition. Even if you're not allowed full games on your coverdisks, couldn't you include more previously unreleased games, such as *Puggles*, so you always have a full game on every issue? I'd be interested to hear your (and ELSPA's) views on this.
Yours, Chris Gare, Street, Somerset

DO THE write THING

CYBERRACE POSTER winner

'THE MEDIA LOVE THE IMAGE'

Dear AMIGA POWER,
Piracy – yes, it's wrong. We should all hate it even if software is so expensive. Forty quid for *Legends Of Valour!* Don't they know there's a recession?

The real question, though, is: who's behind it? The media love the image of the schoolboy pirate running off illicit copies at 50p a time to give out to his friends. Certainly this happens but there's another far more serious side that needs to be explored. My case for the prosecution – *Flashback*.

As I write, the game hasn't yet been released, but I've played a demo and I'm saving up my pennies. "But wait!" says a friend, "I've got it, I can do you a copy."

"But," says I, "It's not out yet, how can you have it?"

"Oh, I've had it for weeks. It's really good, but there's a bit of a problem – it's only a development copy, so it's not all there yet."

Now my case is this. There are, as I see it, only two places a development copy could have come from. There's the software house who are producing the thing, or a magazine which has been sent a review copy.

There's no other way that a development copy could have found its way to the public and the pirates so long before the release of a game. The issue, then, is where should ELSPA be directing their efforts? If it's the magazines then there are some serious questions to be asked about your integrity, not to mention honesty.

If, however, we find that the software houses are themselves responsible then I think it's time the whole issue of piracy was re-opened. How can anybody condemn piracy if we find out the software houses are behind it? If anyone has an answer, I'd be pleased to hear it.
Yours sincerely, J Christian Flett, Edinburgh

Almost certainly, the pirate copies of Flashback *currently doing the rounds are coming from France, where the game has been on release for months (the delay in UK release is largely down to translation hold-ups). No magazine would be stupid enough to put pirate copies of review software out – it could kill the mag (most games these days are fingerprinted, and would be easily traceable), and there'd be no benefit in doing it anyway. Bizarrely, it is sometimes the case that games get leaked by their programmers, but you'd have to ask them exactly why.*

POWER is perfect-bound (glued into a rigid spine rather than stapled). This means that if we were to put 12 copies of the mag into a single binder, the spines would wedge together in a manner which would make it next to impossible to actually open the issues up and read them without ripping large chunks of pages out. Or something like that, anyway.

'CLEAN AND UNCRUMPLED'

Dear AMIGA POWER,
I would first of all like to point out that I am not usually a Victor Meldrew. I am not a idiot so that's why I buy the best Amiga magazine on the market, AMIGA POWER. I am really pleased with the quality of the magazine and have taken advantage of your excellent subscription offer.

The reason I'm writing this letter is to complain about the amount of time I have wasted recently. Instead of doing worthwhile things like helping old ladies across the road, doing my homework, watching Neighbours (it's a brill show really) or playing some of the excellent games that are out for the Amiga I've been trying to frantically work out how to fit twelve AMIGA POWERs into the flashy binder which cost me a fiver.

I have brought a lot of binders in my time to keep my other magazines clean and uncrumpled and also in order. So, when I read the ad at the back of one of my issues and saw how I could keep twelve issues of my prized magazine pristine and perfect in your gorgeous white binder, I immediately sent off my well-earned cash and looked forward to receiving my binder. *('Well-earned'? – Ed)*

When it came I decided that I would put the issues I had collected into the binder. I was in for a trying time. I don't know whether it's because you are giving us massive magazines packed full of info *(Yes it is. – Ed)* but I have struggled to get eight issues into this binder. At one stage I had nine in but they all fell out. It would probably be fine if it didn't have three bits of plastic dividing the tracks. It was then that I worked out that this meant I had to get three issues into every gap. I warn other readers to stay clear of the binders.
Yours Sincerely, Graeme Donohoe, Irvine, Ayrshire

Hey, we never said you could get 12 issues into a binder. See the above reply, and get off our case, man.

'CRIED MYSELF TO SLEEP'

Dear AP,
After buying your mag since the very first issue, I'm leaving for pastures new, namely PC Format. Having laughed through the Matt Bielby golden era, cried at Stuart N Hardy and his pitiful brother, envied Rich Pelley (where is he now?) and his Omar Sharif looks, cried at *Epic*, chuckled at *Wizkid*, cried myself to sleep over Lisa Nicholls (wot a babe!) etc etc, I've decided to buy a PC instead of shelling out £500 for an A1200 and a hard disk. My collection of AP is up for sale, as is all my software, and I'm saving up for my dream PC. Any donations should be made payable to the Campaign Against Stuart Hardy (CASH for short) and sent direct to my house.
Thanks very much, Ivor Whopping 386, Northumberland

'SPDANNG!'

Dear AP Guys and Gals,
I am blessed and cursed with the ability to see both the positive and negative sides of any situation or argument. What does that have to do with the price of fish? Or, even, computer games? Well, just read on...

I often see sequels receiving lower marks than their, um, prequels, simply because they're sequels. If a game's really good, what's wrong with giving the public some more of the same but different? Take *Turrican 2* for example: it's basically *Turrican* with new and better weapons, bigger levels, and more guardians, but without any of its parent's good features being removed. And yet (and yet!) all the magazines I read marked it a few percent less that *Turry 1* (yes, I know that you didn't review it). How about *Eye Of The Beholder 2?* It's kept exactly the same gameplay of *EOTB 1*, and added more levels and pics to it, but you give it two percent less than its predecessor because you don't think that it has improved enough. Sure, two percent is nothing to squabble over, it's just the fact that you don't think it's as good as the first that gets me. It's based on Advanced Dungeons and Dragons. You don't go out and buy a new rule book every time you play a new AD&D adventure, so why do you expect a brand new engine for *EOTB 2?*

But then it hits me (SPDANNG!). By saying this, I'm justifying companies churning out low grade cash-ins as well. Look at *Lotus 3*. It's probably the best one to get out of the three, as it puts the first two together, but that's all. It's not so much *Lotus 3* as *Lotus 2+*. So there you have it. I guess I'm trying to say that there's no excuse for not improving on a game if you get the chance, but don't put the boot in on a game that doesn't improve much but was good to begin with. I think.
Yours Well, um, yeah-ingly, Josh 'Antipodean' Addison, New Zealand

It's not so much that sequels aren't as good as the original games, Josh, it's more that, for their time, they're not as impressive relative to the game scene generally. If, for instance, Turrican 2 *comes out a year later than* Turrican 1, *then compared to the rest of the games around it doesn't look as good as* Turrican 1 *did, because the state of the art has moved on. So it doesn't get as good a mark. That's the only sensible way you can mark games – otherwise, what happens when (say)* Xenon 2 *gets 90% when it gets released (because it looks good for 1989 or whenever), but then two years later something like* SWIV *comes out which is, ooh, maybe* twice *as good? By your system, we'd have to give it 180%, which is obviously silly. Isn't it?*

SOCCER KID BADGE winner

'SURPRISED STUART DIDN'T HEADBUTT MR CREATOR'

Dear you lot at AP,
Seeing as this is the only word I can use that will get printed, I shall damn well use it. CRAP!

Are you trying to pull the wool over our eyes? We lovingly pay our £3.50s every month and this is what we get. Stuart, back me up on this one, okay? The subject of these ramblings is *FA Premier League Football* (or should I say crapball?)

For the creators to even suggest that it's the best football game ever written causes me to gawp at my magazine in pure disbelief. Fair enough, we've only seen your demo, but tinny sound, unresponsive characters and an uncontrollable ball are not factors that will beat the true crème de la crème of football games – *Sensible Soccer* (hurrah), for the sound on that is gorgeous, the gameplay is unbelievable, and in one word, *Sensible Soccer* is pure sex! *(Er... that's five words. Count them. – Ed)*

I'm surprised Stuart didn't headbutt Mr Creator when he said *FA Soccer* was better than *Sensi. (He was on the telephone. – Stuart)* This ain't what I pay my dosh for. Please, don't put down my beautiful *Sensi* again, or I'll cry.

By the way, I'll beat you at *Sensible* any day Stuart, even if I play Croatia with 4 red cards. And Mark, you're rather a good games reviewer, but unfortunately you have a sad, sad wardrobe.
Ta ta, Mike Sharkey, Warrington

We've got our doubts, Mike, but FAPLF *has already improved quite a bit on that demo, so let's wait and see how it finally turns out before we put the boot in. Everyone gets a fair chance at AMIGA POWER. Except Mark.*

DO THE write THING

NAFF DISNEY VIDEO winner

'SCRUFFY HIPPY... AXED'

AMIGA POWER, Hi!

So Commodore have announced a four-million-pound advertising campaign to support the new Amigas. The most prominent feature is the TV advert, which must be condemned as a near-complete failure.

"Better sound" they say. So why show a flash of sheet music followed by a keyboard playing an exceedingly poor sample? I have a tracker program *OctaMED Pro*, which was on a free coverdisk. Following a simple guide, in two hours I'd constructed a pretty decent rave track, not Top of the Pops material maybe, but a great demonstration of the power of the Amiga and its products. While it plays the track, even the screen looks pretty impressive, and I think that this would have been a much better display to encourage people to buy the Amiga. As for the kid using the computer, is he really going to turn anyone onto the Amiga? Sega originally had a scruffy hippy as the star of their ads, but after showing the ads to 'the kids' he was axed and the cool dude they now show took over. Whether you like him or not, the ad campaign is a good one.

I could go on, but I've made my point. If Commodore are serious about promoting the Amiga and want to keep the support of software houses, then they shouldn't make such naive mistakes. I bought an A500+ for the same price as an A1200 now costs and yes, I am feeling cheated. But I'm devoted to the Amiga and am happy with what I have. Let's face it, Commodore just don't deserve the Amiga.

Cheers, Paul Duncan, London

PS And another thing, on C4's GamesMaster, why is the word 'Amiga' never used? Even when they play an Amiga game, they never say so. A conspiracy theory in action?

Ah, no, what happened was that Commodore's marketing department said that the word 'Amiga' was copyright, so nobody was allowed to use it except them to promote the machine. (Note to lawyers: this is a joke.)

'A STUPID IDEA'

Dear AP,

Having read your letter guidelines in issue 20, I saw that it'd be good to include something that no one has talked about before. Being the master of logic that I am, I thought that if I talked (or wrote in this case) about absolutely nothing whatsoever, then you'd view this as an original concept and consider publishing my scribblings.

I pondered whether this would be feasible material for a letter in a magazine of such high calibre as yours is (I wouldn't have every issue if I didn't think you were good), and I was thinking so hard all the way to school this morning that I ended up in Bognor Regis! When I finally got home, I loaded up *Stunt Car Racer* when what I actually wanted to do was make a cup of tea, so intense were my thoughts on this matter. In the end I thought that it was a stupid idea and didn't bother.

Yours, Richard Cherrett,
Stockton On Tees

'ONLY SPECULATE'

Rumours are now circulating about the apparent resignation of Mark Ramshaw, editor of the highly regarded AMIGA POWER. It's believed that Mr Ramshaw will continue to work for Future Publishing, possibly under an assumed name. Reasons for his resignation are unsure, however Mr Ramshaw has been under continual pressure after several press smears, talking of obesity problems, severe hair-loss and personality defects (including allegations of a train fetish). Pressure has also come from other areas calling for his replacement, with Stuart Campbell taking his seat. There is still uncertainty over Mr Ramshaw's replacement, and as no one on AP was available for comment, we can only speculate. It does, however, seem to be a two-horse race between Stuart Campbell and Tim Norris, with neither Lisa Nicholls or Gary Penn in with much of a chance, and only a tiny chance for either Tim or Mark's clones (Mr Tucker or Mr Winstanley) or indeed Jacquie Spanton (Art Ed and all-round mystery woman). We can only hope for a short and fairly peaceful war...

We printed this letter because it was weird – we got it the day the last issue hit the streets, which raises a couple of 'interesting' questions. If the writer had a copy of the mag, then he'd have known that Linda was the new Editor, making the letter completely pointless. If he DIDN'T have the new issue, how did he know that Mark was leaving? We asked ex-Ed Matt Bielby to comment. (Spook! – MB)

'MIGRAINES, HALLUCINATIONS ETC'

Dear AMIGA POWER,

I have a complaint to make about *Lemmings 2* – it's horribly addictive. I spent over 19 hours playing it yesterday, and have even started skiving off school! In the review though, you didn't mention anything about addictiveness and the fact that it can cause migraines, hallucinations, etc. One day I was told that I'd been walking around wearing beach bum outfits shouting "Yippee! Oh No! Splat! Etc!"

A few questions: Can you admit me to a loony bin? Are there any plans for *Lemmings 4?* When is *Sonic* out on the Amiga? *(You're right, you ARE mad. – Ed)*

Yours sincerely, Oliver Mustoe-Playfair,
Sittingbourne, Kent

PS I'm no saddo, I'm no saddo. I'm not!

'BIG WIGS'

Dear AMIGA POWER,

I'm upset! I sent my wife to the newsagent's for my copy of your magazine, and when she came back there was no run-down on the A1200. Boo hoo, I've waited a full month for your knowledge of my machine, and it wasn't there. So now I'm sat here watching German satellite TV, as I was laid off a few months ago. I bought an Amiga to keep me from going insane with boredom, and play mostly adventure games as they're my favourite. I bought one a couple of weeks ago though, and now I've finished it, so it's no use to me. What I'm getting at is this, why don't shops either trade in old for new or operate a swap shop?

What about you lot? The amount of people who must have software they no longer want is unbelievable. You claim to be a best-selling mag, so let's see some action! Would you also think about organising a boycott of buying software for a week or so until the big wigs dropped their prices? You know the sort of thing – together we stand! I also think that Commodore are out of order on not giving you information that you ask for. I don't like the Amiga being called 'humble' compared to the PC – me and my friends have respected the Amiga for years.

POWER TO THE PEOPLE!!

Yours, unemployed, 25, with two kids,
Chris, Oldham

Well, Chris, why don't you take a trip to The Secret Garden? You'll find the form in True Stories, and we'll meet you at the cemetery gates...

DRAGONFLIGHT T-SHIRT winner

'GEEKY, SPOTTY, SEXUALLY FRUSTRATED'

AMIGA POWER,

(The first two pages of this letter have been edited out, due to sheer tediousness. So fast forward to... – Mark, typing in the letters.) You're probably thinking that I'm a real sad case, and you're probably right. I am sad, sad at you, but then are you any less sad for working on a games mag? *(Maybe not, but we're having a great time. – Ed)* You're just another cog in the great capitalist consumer machine *(Well, we never claimed to be perfect – Ed.)* Your function is to promote products and in return I suppose you get your kickbacks. For all your talk about attitude, you're really just a flea on the dinosaur's back. It must be difficult not to become jaded.

Despite Mark Ramshaw and his dreadful 80s goth haircut, I like your mag. I like the way you don't stoop to the kind of xenophobic, racist, sexist garbage of certain other Amiga mags. These mags continue to conform to the stereotypical image of the social inadequate, politically illiterate, geeky, spotty, sexually frustrated games player, and speaking as a married, twelve-stone, six-foot, 30 year-old, multiply pierced, tattooed skinhead philosophy student, I object strongly to this kind of generalising. *(Blimey, I'm glad it was Mark who called you 'tedious' earlier on. – Ed)*

On a final note, I like football games, but why are they all so unrealistic? When playing *European Football Champ*, I've yet to be awarded a throw-in even when it's blatantly my opponent who's kicked the ball out. Even in the wonderful *Sensible Soccer*, it's possible to hoof the ball towards the goal straight from the kick-off without passing first. Illegal, surely!

For me, the ultimate football game would be one based around Billy The Fish and Fulchester Rovers. Can you imagine it? You pass the ball out to the wing and suddenly it takes on a life of its own and appears to race down the touchline all by itself – until you realise that you've inadvertently passed to the Invisible Man, and you really were controlling the ball all along. *(Hey! Subverting the Viz-reading-student stereotype! Right on! – Ed)*

Just think what your opposing teams could be made up from. A team full of suited chartered accountants from Milton Keynes, or maybe a crack SAS troop who attempt to blow up your defence by planting mines and then shooting your centre forward when the ref's not looking. Better still, a team of Ancient Greek philosophers who, instead of playing football, stand around scratching their heads, musing on the burning issues of the day such as "What is courage? What is justice?" while your team bangs in fifteen goals. Now that's attitude, remember that?

Yours in anger, amusement and honesty,
Thrash, Cleveland

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PD

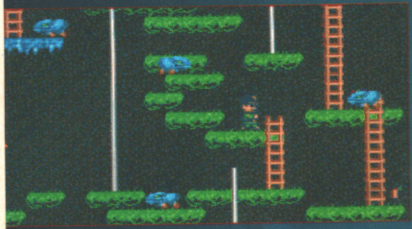
Look at this, readers – it's the way to do it. Here in the public domain, you get your software for nothing and your disks for a nominal copying charge. And most of it *is* working, even on the 1200. This month's Hawaiian noises were made by Dave Golder. Err... thank-you.

ROACH HOTEL

Telescan Computer Services
1200 compatible

Apparently, *Roach Motel* aims to prove that you can write professional games in AMOS. Well, I don't think the softies will be queuing up for the distribution rights.

It tries hard, there's no denying that. It's a cutesy platformer that doffs its titfer in the direction of the consoles (ie, you kill the nasties by bouncing on their bonces). You leap around the very un-hotel-like screens exterminating the large mutant roaches that infest the place.



Roach for the skies, six-legged vermin!

There's lots going on – skiddy ice platforms, conveyor belts, matter transporters, stuff falling from the ceilings, larger levels for people with one meg machines – but it's fatally let down by a muddy control system, massive slowness and some really quite hideous graphics.

VERDICT: A lot of good ideas, but the whole is considerably less than the sum of its parts.
RATING: ★★★

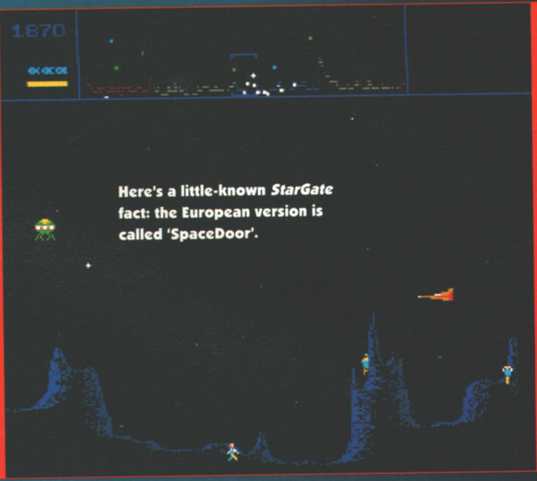
OBLIVION

Telescan
Not 1200 compatible

Remember *Defender?* Well, how about its sequel, *StarGate?* If you get hold of *Oblivion* you won't have to, because you'll have *StarGate* there in front of you. As clones go, this one is just about perfect.

There have been a few graphical tweaks, but the sounds are spot on and the gameplay, while simple, is as addictive as it ever was. And the speed of the game and the unpredictability of the alien attackers still make it a thoroughbred blast.

VERDICT: Okay, so rehashing old games is a bit lame, but if you want some good old-fashioned blasting action this provides the goods.
RATING: ★★★★



Here's a little-known *StarGate* fact: the European version is called 'SpaceDoor'.

ESCAPE 2

Pathfinder PD
1200 compatible

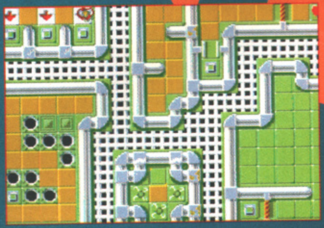
The aim of the game here is simply to get from point A to point B. The problem is that you have to take the kind of circuitous route that involves visiting every other point from C to Z and well into Greek alphabet territory as well.

Escape 2 is a futuristic puzzler featuring matter transporters, vanishing tiles, switches which operate sliding doors (usually on the other side of the screen) and tight time limits.

The graphics are impressive and the basic concept is fine (although, admittedly, it's hardly original), but the game relies far too much on the try-and-die-and-start-again school of puzzling.

There's no real logic involved – you just have to remember what does what. The collision detection is a bit dodgy too, and you keep getting stuck in doorways.

VERDICT: I still prefer the version with Steve McQueen having an argument with a barbed-wire fence.
RATING: ★★★



Further escapological escapades... follow.

POO POO DREAMS

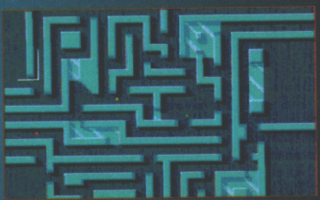
Telescan
1200 compatible

Yes I think it's a crap title too. And it's only a hidden game on a demo *(Demon Download)*. But I found it quite jolly, so that's why it's getting a mention.

You control a white line that moves relentlessly around a maze. If it touches the walls or its own tail, then that's game over. The longer you live the more points you get. There are pellets you can pick up which make you longer and multiply your points. So basically you weave about the maze trying not to get tangled and getting ever longer. It's dead simple but dead addictive. There's even a two-player mode which can get very vicious.

It's a shame there is only one maze; indeed the game has the feel of an idea that hasn't been fully developed. But the idea's still good. (Warning – the demo uses rude words, so if you're the prudish sort, perhaps you'd better avoid this one.)

VERDICT: It's small, it's samey, it's not entirely original, but in the short term it gets its hooks in.
RATING: ★★★



Don't go poo-pooing my *Poo Poo Dreams.*

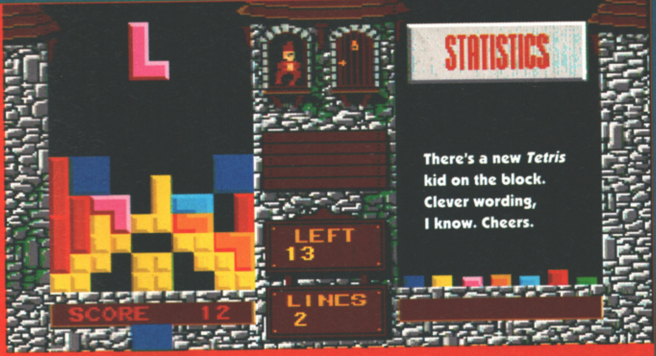
TETREN

Bus Stop PD
1200 compatible

Oh no! Not another PD *Tetris.* Oh yes! But this is *Tetris* with a difference! You've probably heard that one before – but in this case the game does actually add a few new twists.

You're still slotting falling shapes together to form lines which vanish, but in *Tetren* you have goals to reach – it takes a certain number of lines to complete a level. And the levels become progressively more difficult, and not just because the blocks start falling faster. There are levels in which the screen blanks out, where acid rain rots away the blocks and where blocks shuffle sideways off the screen.

Add to this a two-player competitive mode, a password system and some above-par graphics and you've got a rather nifty little game.



There's a new *Tetris* kid on the block. Clever wording, I know. Cheers.

VERDICT: Do you take just one *Tetris* into the shower? Then why not take *Tetren* as well? *(But remember, kids: water and Amigas don't mix. – Ed)*
RATING: ★★★★

Contacts: Telescan Computer Services, Handsworth Road, Blackpool ☎ 0253 22296 ● Bus Stop PD, 5 Westbourne Road, Marsh, Huddersfield HD1 4LQ ● Pathfinder PD, 41 Marion Street, Bingley, West Yorks BD16 4NQ

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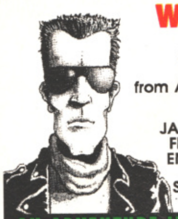

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THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO AP – Adam Peters ● DG – Dave Golder ● GP – Gary Penn ● JD – Jonathan Davies ● KF – Karl Foster ● LB – Linda Barker LE – Les Ellis ● MB – Matt Bielby ● MR – Mark Ramshaw ● MS – Matthew Squires ● MW – Mark Winstanley ● NW – Neil West RL – Richard Longhurst ● RP – Rich Pelley ● RR – Ronnie Randall ● SC – Stuart Campbell ● TN – Tim Norris ● TT – Tim Tucker

A-TRAIN
Ocean £34.99

AP24 82% RL Top 100 No.81
Slow-paced but thoroughly engrossing god sim, where you build up towns around a fledgling train network. Stunning graphics and gameplay so deep you'd probably break your ankle if you fell into it. A visually attractive strategy game – now there's something you don't see every day. ★★★★

AIR BUCKS
Impressions £29.99
AP17 70% MR
Fighting for supremacy of the skies can be a messy business, especially when it's peacetime and you run a commercial airline. This is an intriguing and engrossing business sim for budding Richard Bransons, but you need to make too many allowances for sloppy programming for it to be 'fun'. ★★★

AIR SUPPORT
Psygnosis £25.99
AP19 55% RL
Uninspired and a chore to play, *Air Support* misses the mark as a strategy game *and* as a 3D blaster. It's a nice idea to combine two genres but it falls short when all the good bits are missed out. It's a sad, bad game, which is a pity. ★★★

ALIEN^3
Acclaim £25.99

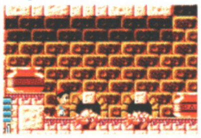
AP22 85% GP Top 100 No.38
Not a totally accurate representation of the third in the Alien saga, but it does capture the feel of the Alien films in general and, more importantly, it's a great game. A platform blast-'em-up that's not particularly original but provides loads of fun and atmosphere. Good stuff. ★★★★

AQUATIC GAMES
Millennium £25.99

AP19 60% SC
James Pond's latest adventure sees him competing in the underwater Olympics. It's one of those joystick waggler games that gets horribly boring and repetitive very quickly. It does look very cute but we think we'll wait for *James Pond^3*. ★★★

AQUAVENTURA
Psygnosis £25.99
AP16 38% AP
Over-hyped, nice-looking but repetitive and shallow 3D shoot-'em-up. Okay as an ambient relaxation tool but if that's what you're after, try fitting a coloured light bulb. ★★

ARABIAN NIGHTS
Mirage £34.99



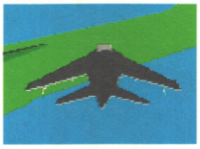
AP25 83% LB
I know what you're thinking, punk – "Oh no, not *another* cute platform game". Up to a point, you'd be right – *Arabian Nights* has all the hallmarks of a good old scrolling romparound, *plus* cryptic puzzles, massive built-in cuteness factor, and extraordinary (if occasionally frustrating) high speed. Great fun. ★★★★★

ASHES OF EMPIRE
Mirage £34.99

AP16 80% RL
Your mission, should you choose to accept it, is to bring peace and stability to the Confederation of Syndicalist Republics (a not very well disguised USSR/CIS sort of place). *Ashes* is one of those strategy role-playing games that people tend to be scared of, but despite being vast and complicated, it's surprisingly easy to get into and curiously addictive. ★★★★

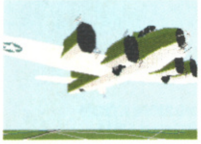
ASSASSIN
Team 17 £25.99
AP19 89% MS
Overall a great game. Nothing really to drag it down except perhaps a lack of originality. It looks great, it's chock-full of features and entertaining baddies and it's fairly simple to control. This is how most arcade conversions should look, but don't. ★★★★

AV-8B HARRIER
Domark £39.99



AP22 47% JD
A Harrier sim that's so accurate it's a chore. For anyone without an A1200, forget it, it's too slow. It's still dull on the A1200, with uninspired graphics and very little entertainment value. Could be the most accurate Harrier sim available (on the A1200 that is), but not a game to get excited about. ★★ (★★★ for A1200)

B17 FLYING FORTRESS
Microprose £39.99



AP25 83% TT
Remember the film Memphis Belle? Well, if you've ever wanted to take on the roles of the entire crew of a B17 strategic bomber, then this is the simulation for you. It's a little short on high-speed graphic action, but more than makes up for it with attention to detail and seriously nostalgic World War 2 ambience. ★★★★

BARD'S TALE CONSTRUCTION KIT
Electronic Arts £29.99
AP23 62% JD
It's a construction kit for *The Bard's Tale*, isn't it? Does the job well, but you'd have to be a real fanatic to plough through the unfriendly and unforgiving interface it uses to do it. Then again, if you were thinking about buying this in the first place, that's exactly what you'd be. So, er, that's alright then. ★★★

BATTLE ISLE SCENARIO DISK ONE
Ubi Soft £19.99
AP18 78% MR
As data disks go this one is good value for money. *Battle Isle* fans, this is the place to come for lots more scenarios and lots more playing time. ★★★

BAT 2
Ubi Soft £30.99
AP19 80% RL
With so many different styles of gameplay in here it could have been a real mess but the strategy and 3D elements combine really well with the adventure and RPG to give a cracking game. Nice one. ★★★★

BC KID
Ubi Soft £25.99

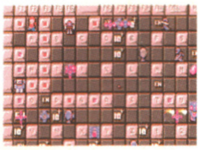
AP19 89% GP Top 100 No.86
Supercute platform beat-'em-up, brimming with style, character and humour. Very playable and very lovable. ★★★★★

BILL'S TOMATO GAME
Psygnosis £29.99
AP21 81% TT Top 100 No.43
Bill wrote it, Terry and Tracy Tomato star in it and you play it. Totally bizarre and thoroughly original gameplay gets you to propel a tomato across the screen using fans, trampolines and jack-in-the-boxes. With a hundred levels involving all sorts of puzzles, this will keep you going for ages. ★★★★★

BODY BLOWS
Team 17 £26.99

AP24 89% TT Top 100 No.53
The Amiga beat-'em-up that *Street Fighter 2* should have been. It's a gloriously slick fightfest where you can actually control your character with an amazing degree of accuracy. The only downer is how long you can bash your mates before it gets boring. ★★★★★

BUG BOMBER
DMI £25.99



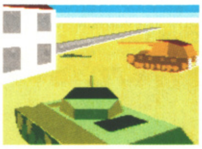
AP17 83% SC Top 100 No.45
Basically it's *Dynablaster* with twiddly bits. It's slightly better than *DB* as a one-player game but not as good for multi-player fun and good looks. Overall, though, dead fab. ★★★★

BUNNY BRICKS
Silmarils £25.99
AP19 36% AP
Breakout meets baseball meets a bunny. Bad. ★

CAESAR
Impressions £29.99
AP19 84% DG
Ruddy heck! At last, a halfway-decent wargame thing! Lots of strategy, good presentation, compelling gameplay. Generally, it's pretty good. Blimey. ★★★★

CALIFORNIA GAMES 2
US Gold £25.99
AP18 52% RR
This will receive a fair recommendation when it arrives in the budget bin where it belongs. The only truly surprising thing about *California Games 2* is the price. £25.99? Get real, dudes (as I believe young people say nowadays). ★★

CAMPAIGN
Empire £34.99



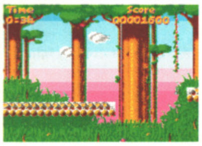
AP19 83% JD
And here's another decent wargame. *Pacific Islands* meets, um, some other good war-type game. Strategy-tastic, and probably still a bit much for zapping fiends, but a lovely game for anyone with the slightest beam of light creeping through the closed door of their mind. ★★★★

CARL LEWIS CHALLENGE
Psygnosis £25.99
AP17 83% DG
These days, sports sims of all descriptions come with a management section. This one does but it isn't really worth playing. The sports bits are presented very well but are too easy. And there's no head-to-head option in multi-player mode. Okay, but flawed. ★★★

THE CASTLE OF DOCTOR BRAIN
Sierra £34.99

AP18 61% DG
If you want to expand your kids' minds then this is no bad way to go about it. It's just a pity that it's so damned slow and difficult to control. Not a very large game. ★★

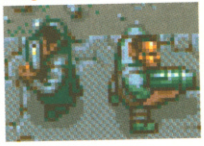
CATCH 'EM
DMI £25.99



AP18 69% RP
If you enjoyed the totally bizarre concepts of *Lemmings* or *Gobliins* then perhaps you could make something of *Catch 'Em* too. Try it, you might like it. ★★★

CHAMPIONSHIP MANAGER
Domark £24.99
AP15 38% JD
A very tedious and boring attempt at the football management genre. Disappointingly, there's absolutely no football action, but there is a ridiculous amount of disk accessing. To sum up: don't go wasting your money, you'd get more satisfaction flushing it down the toilet. Try Krisalis' *Graham Taylor Management* game instead. ★

THE CHAOS ENGINE
Renegade £25.99

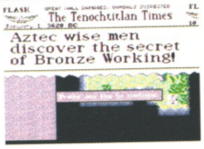


AP22 89% SC Top 100 No.14
The Bitmaps return with an absolute corker of a shoot-'em-up. A cross between *Gauntlet* and *Speedball 2*, this looks, feels and plays like a dream, with bundles of atmosphere and gorgeous graphics too. Most importantly, it's great fun to play, and the two-player mode is even more brill. Unmissable. ★★★★★

CHUCK ROCK 2 – SON OF CHUCK
Core £25.99

AP24 83% MW Top 100 No.66
Chuck's son Junior battles against some of the biggest, cutest monsters of all time to get his pot-bellied dad back. Formula platform material is spiced up with funny and playable sub-games and high-class cartoon characters. ★★★★

CIVILIZATION
MicroProse £34.99



AP16 80% GP
The idea of god sims, and this one in particular, is very appealing. Few of them really hit the mark, though, and this is one of those that just misses. The interface is a living nightmare of hell, but inside that shoddy body there beats a heart of gold. It's dull and flat to look at but in the end it's such a good idea. Okay if you're patient, but why should you have to be? ★★★

COMBAT AIR PATROL
Psygnosis £29.99
AP23 88% MW Top 100 No.59
Spiffing flight sim with the emphasis heavily on the all-action shooting aspect. Really good fun, and the most enjoyable flight sim since *Knights Of The Sky*. ★★★★★

THE COOL CROC TWINS
Arcade Masters £25.99

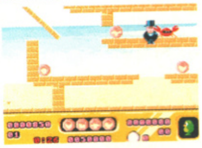
AP16 65% MS
A mad and bizarre headbanging extravaganza of platforming crocodile antics. It's bright, colourful and arcadey, but there are too many levels and not enough gameplay variety to keep you entertained for very long. ★★★

COOL WORLD
Ocean £25.99
AP21 59% TT
Enjoyable (if unoriginal) platform game with clumsy character control as its main fault. The link to the film is tenuous to say the least. ★★

CRAZY CARS 3
Titus £25.99

AP16 88% MR Top 100 No.10
Probably the best racing game yet – pure arcade fun. It succeeds. A great difficulty curve, excellent power-ups, wonderfully evocative graphics (Boston really looks like Boston) and great sounds. Let down slightly by the lack of a two-player option but otherwise fab. ★★★★★

CRAZY SEASONS
Idea £25.99



AP17 73% LB
Cutesy, platform puzzler featuring an overweight penguin trying to save the universe. Not exceptionally original but very playable. ★★★★

CREATURES
Thalamus £25.99

AP24 20% SC
A cutesy, platformer type of affair where the only real entertainment comes from the single-screen torture scenes. Pixel-perfect jumps prove tiresome, and come to think of it, so do most of the other features. Not at all a fun experience. ★

CRYSTAL KINGDOM DIZZY
Code Masters £19.99

AP23 25% SC
Issue 23 was a bit of a nightmare for over-priced software, and this was possibly the worst offender of all. Even the Dizzy fans in the office (well, Stuart) thought this was the worst-designed and most annoying to play Dizzy game to date, so making it cost three times as much as the rest has to be a bit of a mistake. ★

CURSE OF ENCHANTIA
Core Design £34.99

AP19 87% LE Top 100 No.46
A game that could well out-monkey the definitive *Monkey Island*. With such a high degree of humour this adventure is well on its way to becoming a classic. It's slightly overpriced and some of the puzzles are a little obscure but these are minor quibbles. Overall this is a great game. ★★★★

CYBERBLAST
Innerprise Software Inc £25.99
AP17 61% GP
Uninspired *Gauntlet* clone. Scrolly, mazey, shooty thing that plays well but isn't overly interesting. ★★★

CYTRON
Psygnosis £29.99
AP21 61% SC
Paradroid 90 done again, only not as well. A robot slides uncontrollably about a maze shooting other robots and splitting up into two little robots occasionally. Lots of other options liven things up, but only for a few minutes. ★★

DARK QUEEN OF KRYNN
SSI £32.99

AP19 67% JD
Yet another Krynn game, just the same as every other Krynn game you've ever seen. (And if you've never seen one, they're primitive RPGs with ridiculous price tags and as much user-friendliness as a pit bull terrier with its tail caught in a door.) The graphics are a bit better than usual, though. ★★★

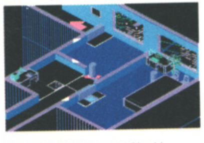
DARKSEED
Cyberdreams £34.95

AP22 88% MW Top 100 No.61
Giger-designed graphic adventure that oozes class and sophistication and creates a world all its own. A truly original game with masses of atmosphere and sick and slick action. Not for the faint of stomach. ★★★★★

DESERT STRIKE
Electronic Arts £29.99

AP25 92% TT
One of the best games on the SNES and Mega Drive just got a whole lot better. Naturally enough, the Amiga version of this isometric helicopter gunship classic has got better graphics, better explosions and generally all the stuff you need to turn your puny console-owning friends *Lemmings*-hair-green with envy. The gameplay's a bit simple, but there's plenty of missions and a brilliant Gulf-War-feel all round (if that's your cup of tea). ★★★★★

D/GENERATION
Mindscape £19.95



AP16 88% JD Top 100 No.44
You wouldn't have thought you'd get much of a game out of being a dispatch rider in a genetic engineering lab, but Mindscape have managed it, and for only £19.95. It has elegant and perfectly balanced gameplay with just the right amount of puzzle-solving, shooting stuff, and leaping around. Not so hot in the sound effects or graphics departments but it packs an addictive punch that could easily knock a few teeth out. ★★★★★

DISCOVERY
Impressions £29.99
AP15 75% JD
Ships, history, and the anniversary of Columbus' 'discovery' of America. It's a pretty strange subject for a game, but then the American people have become a very strange sort of race. "Celebrate Columbus' anniversary on the Amiga". Quite.
★★★★

DOJO DAN
Europress Software £25.99

AP16 66% GP
A better than mediocre platform-romp-cum-beat-'em-up thang with some shoot-'em-up shenanigans thrown in for good measure. It can be frustrating to play at times but it can be moderately entertaining too. It's no classic but it has its moments and is quite pretty to look at. ★★★

DOODLEBUG
Core Design £25.99
AP19 83% SC
Yet again the consoles are shown how cute platform games should be done. The controls are well thought out and even the pencil power-ups work really well. While it doesn't quite match up to *Zool* or the *Addams Family* it certainly gives them a run for their money. ★★★★

DRAGON'S LAIR 3: THE CURSE OF MORDREAD
Ready Soft £34.99

AP22 24% TT
The third instalment in the *Dragon's Lair* series has the usual mix of wonderful animation and design with doses of cartoon humour, but sadly no gameplay worth mentioning. Offers no lasting enjoyment. ★

DUNE
Virgin £30.99

AP15 81% DG
A highly polished adventure which is more of a strategy game-cum-animated-book. It should appeal to both adventurers and non-gaming fans of the book alike. ★★★★

DUNGEON MASTER/ CHAOS STRIKES BACK
Psygnosis £25.99
AP21 81% AP
Standard RPG fare packaged in a thoroughly playable and atmospheric package of two games. *Dungeon Master* is the old one, *Chaos Strikes Back* the newie, and you'll either love them or hate them both, depending on your views on RPGs. ★★★

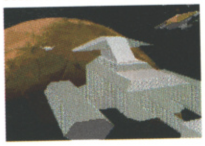
DYLAN DOG
Simulmondo £25.99
AP16 29% RP
There are loads of extras (graphics and sound) but there isn't really much of a game for them to be attached to. Weird, boring and expensive. Give it a miss. ★

ENTITY
Loricel £25.99

SCORE 000000 LIFE 06 ENERGY 87

AP25 74% SC
The prehistoric platforming adventures of an, er, generously proportioned young lady who gets her kicks by punching out dinosaurs and other mythical beasts. Good static graphics, slightly dodgy animation, and a bit of fun while it lasts (which may not be too long). And phwoar, eh lads? ★★★

EPIC
Ocean £30.99



AP15 34% KF
Put that wallet away. The only thing that's epic about this one is is how long we've had to wait for it. It scores on the graphics, and can be fun, but really – it's no game. ★

ESPAÑA GAMES '92
Ocean £29.99
AP17 38% MS
Huge variety of events but getting to them is a real chore. And they don't look too hot when you manage it. Not really worth the bother. ★

EUROPEAN CHAMPIONS
Idea £25.99
AP17 4% SC
Our lowest ever mark. 'Nuff said? ★

EUROPEAN CHAMPIONSHIP
Elite £25.99
AP16 59% SC
Having secured the rights to name the game after a famous tournament, you'd have thought Elite would have tried to simulate same. It doesn't look as if they did. As a footy game it's okay, but not up to the standard set by *Sensible Soccer* and *Striker*. Quite fun in a shallow arcadey sort of way but let down by poor graphics and slow play. ★★★

EUROPEAN FOOTBALL CHAMP
Domark £24.99
AP15 64% NW
A bog standard footy game. There was little chance of recreating the fancy graphics of the coin-op, so instead Domark have concentrated on keeping what gameplay there is up to scratch. A nice try, but it won't win the cup. ★★★

EURO SOCCER
Flair Software £25.99
AP22 39% JD
Yet another game which fails to challenge *you-know-what* as the greatest football game of all time. The goalkeepers are hopeless, the control system is seriously lacking, the scrolling's too slow... if you want to play computer football, look under 'S'. ★★

EXODUS
Demonware £29.99
AP22 58% DG
Very hard to get into, with no help from the manual. Loads to tackle if you can manage to break through, but not particularly rewarding unless you're prepared for months of space exploration and engine maintenance.
★★

FASCINATION
Tomahawk £29.99

AP17 67% JD
Moderately groovy French adventure with a female central character. Nice and straightforward but tends to be a bit too linear. It looks great, too, although some of the scenes might trouble the less liberal-minded. Sexy or sexist? You decide. ★★★

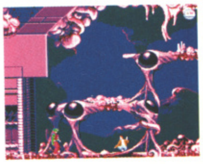
FIRE AND ICE
Renegade £25.99

AP14 88% MR Top 100 No.73
Magic Pockets, but fast and good.
★★★★★

FIREFORCE
ICE £25.99

AP19 56% SC
Green Beret for the '90s. The 1890s, that is. ★★

FLASHBACK
US Gold £37.99

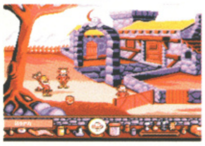


AP25 92% MW
Another *Another World*, only this time the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but *Flashback's* still a major milestone in Amiga gaming. Ooh yes. ★★★★★

FOOTBALL CHAMP
Simulmondo £25.99
AP17 53% GP
Laudable effort, realism-wise. But if you want realism, what's wrong with real life? It's not very easy to get to grips with control-wise, and not particularly entertaining when you do. Football can be, and has been, done much better. ★★

G-LOC R360
US Gold £25.99
AP18 7% LE
Possibly the most dismally programmed, boring and unimpressive piece of software we've ever seen. It's expensive, tacky, and rubbish. 'Nuff said. ★

GOBLIIINS
Tomahawk £25.99



AP16 79% MR
Whatever it is they give those French game designers, we'll have doubles. *Gobliiins* is a quirky, not to say utterly weird, puzzler in typical Gallic style. The characters are irredeemably stupid but you'll love them just the same. Not exactly *Another World* but better than *Pushover*. ★★★★

GOBLIINS 2
Coktel Vision £29.99
AP21 78% MW
It's more fun to watch than most cartoons on TV today, and scores highly in the fun and humour departments. The graphics and sound are wonderful too, but puzzles that are unbelievably contrived and a few annoying gameplay glitches can make this adventure tiresome at times. Well worth a go. ★★★★

GRAHAM TAYLOR'S SOCCER CHALLENGE
Krisalis £25.99
AP16 82% AP Top 100 No.100
Poor old Graham gets a lot of stick these days and there are many that would say he deserves all of it. Apparently he was personally involved in the development of this football manager simulation and, if that really is the case, his detractors will have to give him some grudging credit for a job well done. It's a game stuffed full of features, with some quite entertaining action scenes thrown in. Some niggling flaws but overall quite satisfying. ★★★★

GUY SPY
ReadySoft £29.99
AP17 33% AP
Oh dear, if only looks were everything. This is another one of those cartoony adventure things that looks fabulous but isn't actually much fun to play. It's a step in the right direction, just not a very big one. ★

HISTORY LINE
Blue Byte £34.95
AP22 87% RL Top 100 No.20
Wargames don't come much better than this. A World War 1 strategy game that succeeds by having a wonderfully easy control system, graphics galore and tight gameplay which keeps you well involved in the action. An example of what a good wargame can do. ★★★★

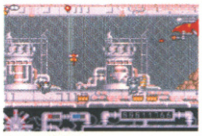
HOI
Hollyware £25.99

AP17 60% GP
Hoi, you see, is a dinosaur that looks like a fish on wheels. He's the star of a jolly platform romp that's funny in parts, but too difficult to really be 'fun'. There's better stuff around if you like this sort of thing. ★★★

HOOK
Ocean £25.99

AP15 84% MR
The atmosphere of Spielberg's Hook movie is nicely captured, but there isn't really all that much to it. It's small and shallow, but still nicely put together. ★★★★

HOSTILE BREED
Palace £25.99



AP15 82% MR
Brave, different, and mostly successful attempt to add intelligence to the shoot-'em-up. Sadly it's the shoot-'em-up bit that lets the side down. A little more attention should have been given to the arcade side of things. ★★★★

HUMANS
Mirage £25.99

AP19 70% DG
Nice idea behind this puzzley thing, but it's too dull and slow to keep your interest for very long, and the horrible controls don't help. ★★★

IAN BOTHAM'S CRICKET
Celebrity Software £25.99
AP16 41% AP
Even if you're a fan of cricket, you have to admit that it can sometimes be a bit boring. *Ian Botham's Cricket* is tedious no matter what you think of the real thing. Livens up a bit as a two-player game but overall it's a bit of a duffer. ★★

INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts & US Gold £34.99

AP21 90% GP Top 100 No.57
Graphic adventure in the same vein as *Monkey Island*, with depth and story surpassing even the films at times. Brilliant in every respect except one – the amount of disk swapping renders the game almost unplayable, but it's almost worth buying a hard disk just for this. ★★★★★

INDIANA JONES AND THE FATE OF ATLANTIS – THE ACTION GAME
US Gold £25.99
AP22 36% MW
Indy fans are well advised to avoid this tiresome and dull game and go for the adventure game with the same title. ★

INTERNATIONAL SPORTS CHALLENGE
Empire £29.99
AP16 78% MR
Being Olympics year, 1992 was bound to spawn a few sports sims. This one features swimming, diving, cycling, show jumping, skeet shooting, and a marathon. It has its fair share of plain old joystick waggling tests (on the swimming and cycling) but the other events make up for it with fun gameplay and the graphics are decent enough. Not brilliant, but good enough if you have a few friends round on a rainy afternoon. ★★★

ISHAR
Silmarils £29.99
AP15 78% KF
An atmospheric experience with a good many thoughtful and original touches to set it apart from the rest of the RPG field. The only problem is that it's possible to stumble around aimlessly for a fair old time before getting into the real meat of the action. ★★★

JAGUAR XJ220
Core Design £25.99

AP15 85% JD
Sadly this game hasn't improved on *Lotus 2*, with a lack of driving excitement and cars on the road being two major problems. On the other hand it does have a lap rather than course structure, excellent weather effects and a track editor. Among the better of the sprite-based driving games, but *Crazy Cars 3* is now the firm office favourite. ★★★

JIM POWER
Loriciel £25.99
AP15 78% MR
No ground breaker, but a smooth and silky (if slightly gaudy) platform shoot-'em-up effort – what it lacks in originality it more than makes up for in evidence of sheer effort and good design. Not at all bad. ★★

JOE AND MAC CAVEMAN NINJA
Elite £25.99
AP22 22% SC
Horrible graphics, tragic control system and uninspiring gameplay combine to make this a true turkey. Don't waste your cash. ★

KGB
Virgin £30.99

You see what I did to him, Petka! What I don't get is why you made me take the lo...

AP21 87% TN
An adventure game that steers well clear of the well-worn 'myth and magic' themes, and instead goes with a well-researched contemporary approach. The atmospheric graphics and numerous characters give it depth, but the linear storyline leaves little scope for exploration. ★★★★

KRUSTY'S SUPER FUN HOUSE
Acclaim £25.99

AP22 74% SC
Bright and colourful, this is a faithful conversion from the SNES. Platform fun with some brain-tickling puzzles, it's only let down by the slightly repetitive gameplay. Also the passwords for accessing levels are pitched too far apart, making it difficult to dip into. A very good, but sadly flawed, platform puzzler. ★★★

LEEDS UNITED CHAMPIONS
CDS £25.99
AP21 74% AP
No arcade action with this, it's a management sim all the way. It's easy to control, with loads of options, and although not the best football management game around, it's a lot better than the worst. It also suffers from being inextricably tied to Leeds United football team, which means that however good it is, some people just aren't going to buy it. ★★★

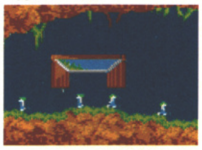
LEGEND
Mindscape £30.99

AP14 91% KF Top 100 No.32
An RPG that's got everyone in the AMIGA POWER office playing it has to be something pretty special, and that's just what this is. Well-balanced and easy to get into – we can't think of a single serious flaw. ★★★★★

LEGEND OF KYRANDIA
Virgin £35.99
AP19 89% LE Top 100 No.80
Gorgeous adventure with an excellent difficulty curve, although the nine (count 'em!) disks are a bit of a bummer. ★★★★★

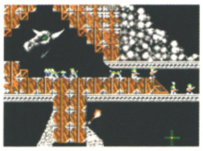
LEGENDS OF VALOUR
US Gold £39.99
AP23 88% MR Top 100 No.24
Amazing-looking texture-mapped RPG, an absolute dream to play, but at an absolute nightmare of a price. Still, with this kind of thing you usually always get a lot of playing time for your money, so that's sort of alright. ★★★★

LEMMINGS DOUBLE PACK
Psygnosis £29.99



AP21 80% TN
If you've never heard of this then where have you been all decade? The unavoidable all-time classic game of rodent rescue packaged together with *Oh No! More Lemmings*, which is pretty much more of the same. Surely as many levels as you're ever going to want, but, given the age of these games, the high price is a shame. ★★★★

LEMMINGS 2 – THE TRIBES
Psygnosis £29.99



AP24 92% SC Top 100 No.8
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings* the Second rises above an already pretty damn spiffing original. ★★★★★

LETHAL XCESS
Eclipse £TBA

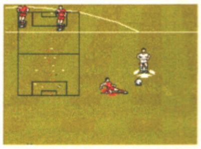
AP25 70% MW/SC
Isn't it about time we had another vertically-scrolling shoot-'em-up? What do you mean, "No"? *Lethal Xcess* is genuinely professional carnage along similar lines to *SWIV*, with some nice new ideas of its own. Where it falls down is the ridiculous level of difficulty which will sorely test all but the most fanatical autofire fans. And it's just not as good as *SWIV*, either. ★★

LINKS
US Gold £37.99

AP16 70% MS
Links is easier to play than either *MicroProse Golf* or *PGA Tour Golf*. It looks absolutely fabulous and is an almost flawless golf sim. Its major fault (and it's a MAJOR fault) is that it's so slow that a three-toed sloth on mogadon would look like a champion sprinter by comparison. ★★★

LIONHEART
Thalion £25.99
AP22 88% MR Top 100 No.74
The Amiga is pushed to its limits with the most amazing graphics and parallax scrolling yet seen. The game's not bad either, being a platform slasher, and it's probably the best of its genre on the Amiga. Large, dynamic and great to look at, it will keep you busy for some time. ★★★★★

LIVERPOOL THE COMPUTER GAME
Grandslam £25.99

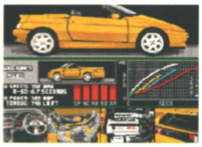


AP16 65% SC
It's a football game and it's based on Liverpool FC. What more do you need to know? Oh alright then. It's easy to get into, but lacks any real depth. It looks okay and has a lot of good ideas but overall it doesn't really make it. ★★★

LOCOMOTION
DMI £25.99
AP19 84% SC
Arrange the tracks so the trains don't crash. Fun that the whole family can join in with, *Locomotion* is also a game that pushes your brain into overdrive. It's absorbing, addictive, admirable, and lots more besides. It's got a built-in construction kit so you'll never get bored with it. What more could you want? ★★★★

LORDS OF TIME
Hollyware £25.99
AP19 53% JD
Lifeless, lacklustre FRPG that's not so much run-of-the-mill as aimless-kind-of-stroll-of-the-mill. Nothing very much of anything. A vacuum. ★★

LOTUS 3
Gremlin £25.99



AP18 74% MS
Crazy Cars 3 creams *Lotus 3* for sheer speed and thrills, and the much-vaunted course designer doesn't give you much opportunity to design. It's no disgrace but the time of *Lotus* has passed. ★★★

LURE OF THE TEMPTRESS
Revolution £30.99

Close
Look
Open
Unlock

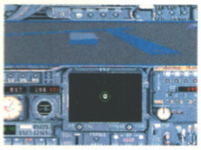
AP15 88% MS Top 100 No.47
Not nearly as big as *Monkey Island 2*, but it's seven quid cheaper and has a lot fewer disks (and, for the xenophobes among you, it's British). It doesn't contain as much humour as the often-hysterical *MI2*, but if you prefer the slightly more serious approach to adventures it'll be right up your street. You won't be disappointed. ★★★★★

McDONALD LAND
Virgin £25.99
AP19 67% JD

Uninspiring 8-bitty NES-y formula platform thing that's not actually terrible or anything like that, just depressingly mediocre. ★★★

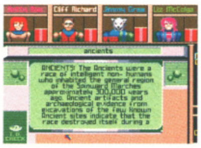
MATCH OF THE DAY
Zeppelin £25.99
AP19 51% AP
With a user interface that drives you nuts, *Match* comes in as a very bad management sim. It's too fiddly and lacking in action to match up to *Graeme Taylor's* and is mediocre at best. Everything about it says "Go for one of the other management sims". ★★

MEGAFORTRESS
Mindscape £30.99



AP16 82% RL
Pull on that battered leather flying jacket, polish up your Ray-Ban Aviators and be the pilot of a B-52. At first glance it could be a bit of a techie nightmare, but it's surprisingly entertaining. The wide variety of tasks and enthralling atmosphere will keep you glued to the screen but the lack of ground detail loses the game a few marks. Atmospheric strategy flight-sim. ★★★★

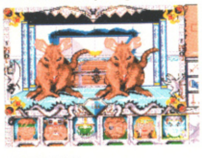
MEGATRAVELLER 2
Empire £29.99



ANCIENTS: The Ancients were a race of intelligent non- humans who inhabited the general region of the Spinward Marches approximately 300,000 years ago. Ancient artifacts and archaeological evidence from excavations of the few known Ancient sites indicate that the race destroyed itself during a

AP16 60% AP
A positively massive sci-fi FRPG with everything including the kitchen sink. Great scope for independent exploration and 'doing your own thing'. *Megatraveller* was deep, the sequel is even deeper – it just doesn't have any water in it. There's a great game in there somewhere, but you're the one who has to hunt it out. For fans only. ★★★

MIGHT & MAGIC 3
New World Computing £35.99



AP16 87% RP
If you've always thought you might like to get into FRPGs then this is as good a place to start as any. It's got auto-mapping; effective combat; big, deep realistic gameplay; and almost everything else you could ever want. The sound and animation aren't up to much but they never are. *M&M 3* is a real sweetie. ★★★★

MILLE MIGLIA
Silmulmondo £25.99
AP15 53% MB
A slow, vintage car-style driving game dressed up in authenticity and nostalgia. Great for fans of the classic car, of dubious worth for the rest of us. If you like fast driving games, go for *Crazy Cars 3*. ★★

MONKEY ISLAND 2
US Gold £37.99

Deep in the Caribbean, hid
an endless storm, lies LeCh
fortress...

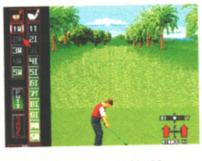
AP15 90% GP Top 100 No.17
A worthy sequel – and to be a worthy sequel to the excellent *Monkey Island* takes some doing. Despite a few flaws, it's essential if you enjoyed the first game, with enough in the way of improvements and changes to keep you entertained and on your toes. ★★★★★

MOTORHEAD
Virgin £15.99

AP21 71% MW
Loads of hacking and slashing as you rock, roll and belch your way around the music biz. It's a horizontally scrolling beat-'em-up, and it's not particularly original, but it has a nice dose of humour and it's a good price. Professional and fun, it's worth a look. ★★★

MYTH
System 3 £25.99
AP15 67% GP
System 3 get an 'A' for effort. *Myth* is a well-researched and, by and large, lively project with high-spots of gloss and variety. Unfortunately it lacks real depth, and some of the puzzle logic is crazy. ★★★

NICK FALDO'S GOLF
Grandslam £34.99



AP22 88% TT Top 100 No.33
Fast, pretty and enormously satisfying to play, this is still the best golf game for your Amiga, with only *PGA Tour Golf* coming anywhere near it. There's a very accurate golf feel to the game which will please fans of the real thing but not deter others, and Nick himself is on hand to give you handy advice if you need it. If you don't yet have a golf game, get this – you'll love it.
★★★★★

NICKY BOOM
Microids £25.99
AP21 50% GP
A standard scrolling platform game with nothing new to add. Almost suitable for younger players, but the big monsters are too hard, and hardened gamers will be bored.
★★

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Gremlin £29.99
AP21 78% TT

It's a racing game, and no better or worse than many others on the market today. It's fun to play though, and the large number of courses and interesting background graphics should give it a long shelf life. The sound's a little weak, but it's a small complaint for such a good game.
★★★★

NIGEL MANSELL'S WORLD CHAMPIONSHIP (ENHANCED 1200 VERSION)
Gremlin £25.99
AP25 52% SC
Not really very enhanced at all. Still quick to get into though. ★★

NODDY'S PLAYTIME
Jumping Bean Company £24.99
AP21 75% RL
A children's game which parents will also enjoy, it's easy to play and gives lots of learning opportunities. Heavy disk swapping makes it hard for kids to play on their own, but it is professionally done, highly enjoyable and should succeed in appealing to the younger children it's aimed at.
★★★

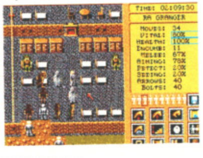
NO SECOND PRIZE
Thalion £25.99

PRESS BUTTON

AP19 84% TN Top 100 No.19
Red Zone the way it should have been done – this is a corking motorbike racer with superfast and supersmooth vector graphics, and a great biking feel to boot. Very nice.
★★★★

OPERATION COM-BAT
Merit Software £25.99
AP16 39% RP
It's a wargame and it's not very good. Okay? ★

PALADIN 2
Impressions £29.99



AP19 61% LE
A strategy/RPG that's reasonably playable, but when you get into it you inevitably discover it's got no real substance whatsoever. Still, the construction kit extends the life a little beyond this point. ★★★

PAPERBOY 2
Mindscape £25.99
AP17 28% RP
If you want to be a paperboy, get a job delivering papers. ★

THE PERFECT GENERAL
Ubi Soft £34.99

AP16 75% RP
Just when you thought it was safe to generalise about wargames being dull, Ubi Soft manage to come up with one that's fun to play. Pitched about right for experienced players and beginners alike, we're convinced that *Perfect General* is a major contribution to something or other.
★★★

PINBALL FANTASIES
21st Century Entertainment £29.99

AP19 89% SC Top 100 No.6
More brilliant pinballing action in the follow-up to the legendary *Pinball Dreams*, but it's a little less consistent than its predecessor and, scandalously, £5 more expensive. Still, the best table is astoundingly good, and practically worth the cash by itself. Pretty damn fab all round, but there's still enough room for improvement for someone to write the absolutely definitive Amiga pinball game.
★★★★★

PIRACY
ICE £29.99
AP23 34% TT
Trading game with crap beat-'em-up sections and pseudo-3D maze bits. Rudimentary graphics, not a lot of depth (although at least there's plenty of variety), and generally nothing you'd really want to spend any amount of time playing. ★

PLAN NINE FROM OUTER SPACE
Gremlin £34.99
AP18 36% RL
Reasonably entertaining idea for a game, but the gameplay is disjointed, the music and sound effects are abysmal and it's too short. There are plenty of other things to blow 35 quid on. And just why does a game which includes a 'free' video cost more than Gremlin's standard releases? ★★

POOL
Virgin £25.99
AP19 82% SC Top 100 No.18
The follow-up to *Snooker* but with an improved control system and game engine. It's not all that different, but pool fans are bound to love it. It probably isn't worth buying if you already have *Snooker*, but if you don't then get this instead. ★★★★

POPULOUS 2: THE CHALLENGE GAMES
Electronic Arts £14.99
AP21 49% GP
Even at £15 this is too much to spend on what is basically an extras disk to the original game. 500 new worlds and 42 challenge games, but there's little that you couldn't do yourself with the custom game option. For *Populous* perverts only.
★★

PREMIERE
Core Design £30.99
AP17 84% MR
At last, a cartoony action game that's fun to play. It's a little bit basic, gameplay-wise, and the six levels are pretty similar, but it does manage to capture something of the excitement of movie studios. If Bruce Willis were a computer game, he'd probably be *Premiere*. ★★★★

PREMIER MANAGER
Gremlin £25.99
AP22 80% TT
Excellent football management game from Gremlin that's not too complex and is enormously satisfying. Start as the manager of a Conference team and work your way up to the giddy heights of a Premier League club. And all without the threat of a nervous breakdown in the process.
★★★★

PROPHECY
Mirage £25.99
AP17 29% SC
Very, very like *Super Wonder Boy*, only not as good. ★

PUTTY
System 3 £25.99

INFLATE
ABSORB

AP18 90% MR Top 100 No.28
One of the Amiga's finest and most utterly silly moments yet. The loading can be a bit of a pain but everything else (especially the sound and Uncle Ted) is wonderful. System 3 have pulled out all the stops on this one to give you more laughs for your money than any other game around.
★★★★★

RAGNAROK
Mirage £34.99
AP23 74% TT
Nice version of an ancient Norse boardgame, slickly presented and engrossing to play, but hampered by one of the most ludicrous price tags we've seen in months. 35 quid for Viking chess? We think not. ★★★

RAMPART
Domark £25.99
AP21 66% SC
Great fun in the two-player mode, but spoiled by sluggish controls. It's overpriced for a conversion that isn't as good as either the original or other format versions. ★★

RED ZONE
Psygnosis £25.99

Race Statistics
Finish position : 5
Barrier crashes : 02
Endangered other riders : 04
Average lap time : 01:31.4
Best lap time : 01:31.4
Worst lap time : 01:31.4

AP19 54% TN
The control on the bike is abysmal which doesn't help when you're careering round a track at 140mph. The graphics are not as smooth as they could be and combined with the controls make this a definite miss.
★★

RISKY WOODS
Electronic Arts £25.99
AP15 82% MS
Lacking variation and depth, *Risky Woods* does compensate with plenty of frenzied and atmospheric platform action. On a par with *Leander*, it's a good buy for fans of the genre, but by no means a must.
★★★★

ROAD RASH
Electronic Arts £25.99

AP19 70% SC
Brilliant conversion of the Mega Drive title, which unfortunately only serves to emphasise the thin-ness of the original game. Good fun, but very simplistic – you'd be a lot better off with *Crazy Cars 3*. ★★★

ROBOSPORT
Ocean £29.99
AP21 64% RL
Sophisticated strategy/action game of robo-warfare. Plenty of scope for tactics, weaponry and good old blasting, but the disjointed gameplay and dull graphics make it less impressive than the 'thinking man's blaster' it tries to be. ★★

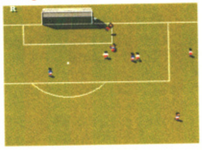
ROME AD 92
Millennium £25.99

AP19 59% LE
It's quite fun at first as the story unfolds and your quests start. The statics are nice and the whole thing seems like a good idea until you've played it for a long time. If only a little more were happening it would be a cracking little adventure. ★★★

SABRE TEAM
Krisalis £25.99

AP19 68% LE
Suffers dreadfully from a lack of speed. The storyline is sound and everything about the game suggests that it could be really good. If only it wasn't for that damn lack of speed.
★★★

SENSIBLE SOCCER
Renegade £25.99



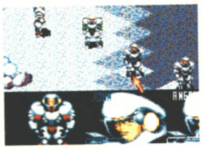
AP15 93% SC Top 100 No.1
An unbelievably playable, fabulously realistic, and amazingly atmospheric football game. The best two-player game available on the Amiga and probably one of the top two Amiga games of all time. Do yourself a favour – buy it!
★★★★★

SENSIBLE SOCCER 92/93 SEASON
Renegade £25.99 stand alone /£3.95 upgrade
AP21 94% SC Top 100 No.1
The original was voted the best Amiga game ever by you readers, and this is even better. It's more realistic, there are red and yellow cards now, the goalkeepers are better and the teams' skill levels have been tweaked, making the game tougher. Just about the best game in the world for the Amiga, so if you haven't already got it: 1. Why not? and 2. Get this one instead.
★★★★★

SHADOW OF THE BEAST 3
Psygnosis £29.99

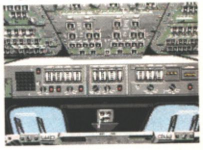
AP18 71% SC
A sweet game to play but you're not getting enough for your 30 quid. More fun than the other two *Beast* games and there's no free T-shirt (that's a very big plus, by the way). There's just not very much to it. ★★★

SHADOWORLDS
Krisalis £25.99



AP19 85% JD
Enormous fun to play, *Shadoworlds* has all the good elements of an RPG with none of the complexities. The lighting effects create a great atmosphere but sometimes the action gets a little ahead of the control system. Otherwise one hell of a game. ★★★★

SHUTTLE
Virgin £30.00



AP19 58% RL
It's taken two years to program, it's packed with detail, it's big and it's dull. It's no fun to play and the presentation is muddled. The constant disk accessing is a pain but fans of the genre will probably like it – but only because there is no other shuttle sim. ★★

SIM CITY DELUXE
Infogrames £29.99

AP25 92% SC Top 100 No.11
The one true god among god sims, now repackaged in this special 'Deluxe' edition, which just means you get the original game plus the *Terrain Editor* and *Architecture 1* add-on disks for your thirty quid. Yes, thirty quid – and that's our main objection. The game's as marvellous as it ever was, but frankly over-priced in this format. ★★★★★

SIM EARTH
Ocean £34.99
AP17 41% JD
As a simulation of a living planet, it's spot on. The problem is that ecosystems are, by their very nature, slow, dull things and neither the presentation nor the interface do anything to make them more interesting. ★★

SLEEPWALKER
Ocean £25.99
AP23 84% SC Top 100 No.97
Gorgeous *Lemmings*-meets-*Sonic* arcade puzzler, made all the better by being in aid of Comic Relief. Don't buy it for that, though – buy it 'cos it's a corking little game, Ocean's best for ages. We like it. ★★★★

SLEEPWALKER A1200 VERSION
Ocean £25.99 Top 100 No.97

AP24 84% TT
Pretty much exactly the same as the normal version, only with 24 colours used in the game instead of 16. Oh yeah, and there's 256 colours in the opening sequence, apparently. Ooooohh. ★★★★

SPACE CRUSADE: THE VOYAGE BEYOND
Gremlin £24.99 (stand alone) or £14.99 (data disk)
AP23 80% DG Top 100 No.98
Loads more scenarios for *Space Crusade*, very well done without offering anything significantly new. It's a data disk, basically. ★★★★

SPOILS OF WAR
Internecine £29.99
AP14 45% JD
Tedious rubbish. There is no truth in the rumour that wargames have to be dull to be realistic. We've said it often enough by now, but just to reiterate – something being a wargame isn't an excuse for it being programmed to sub-1986 standards. ★

STARUSH
Ubi Soft £25.99
AP14 64% SC
Lots of nice touches in this zodiac-inspired blaster, but unfortunately they're not attached to a decent game. Not a rip-off, but not really worth buying either. ★★★

STREET FIGHTER 2
US Gold £27.99

AP22 74% SC
The coin-op conversion that everyone was waiting for, *SF 2* is the second-best beat-'em-up – after *Body Blows*. The control method works, the graphics are fairly faithful to the arcade version (with a few less colours of course), and there's enough speed to give you a good game. A brilliant two-player game, a little less fun for one. ★★★★

STRIKER
Rage £25.99

AP15 76% SC
Fast moving and immediately playable, but it's just a bit too sophisticated for its own good, proving very frustrating unless you select one of the top sides. It's a good game but at the end of the day *Striker* lacks the necessary polish to make it stand up to the sheer class of the all-conquering *Sensible Soccer*. ★★★

SUPER TETRIS
MicroProse £29.99
AP17 54% SC
Tetris with knobs on. But why? It's no better than *Super Twintris* and you can get that for nothing. ★★

SWORD OF HONOUR
DMI £25.99

AP18 28% LE
You spend longer waiting for the screens to load than you do playing them. Nothing original here, just a poor man's copy of *The Last Ninja*. Very slow and boring. ★

TEARAWAY THOMAS
Global Software £25.99
AP22 79% TT Top 100 No.92
A console beater in full glory, this is about the fastest you'll see your Amiga go – and boy is it fast. Good fun too, if in a rather simple platformy way. Take Thomas tearing through the levels to collect gems and jump on bad guys' heads – you know the score. A bit more depth would have made it an Amiga classic, but as it is it's a good romp and lots of fun. ★★★★

TENNIS CUP 2
Loriciel £25.99

Tennis Cup II

AP17 72% MS
The control system is difficult to get to grips with at first, but, once mastered, it makes this one of the better tennis sims. Good looking with lots of options. All this and Inspector Clouseau announcing the scores – what more could you want? ★★★★

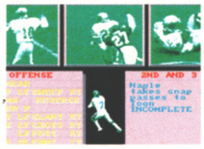
3D CONSTRUCTION KIT 2
Domark £49.99

AP21 80% JD
This is a games creation utility which gives you the power to put together your own 3D environments and make games out of them. This version gives you extra features not found on the first, like the ability to add sound effects, support for spheres and a disk full of clip art. It's quite hard to get into the programming, but it's still a lot easier than other languages and a neat way to get into creating 3D games. ★★★★

TINY SKWEEKS
Loriciel £25.99

AP19 68% RL
Previously previewed as *The Brainies*, this is a sweet little puzzler which'll get your mind turning somersaults, but won't really get you excited enough to want to plough through all 101 levels. One of the better games in the genre, though. ★★★★

TOUCHDOWN
Strike Force £14.99



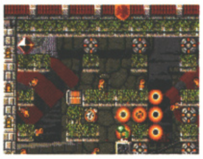
AP15 48% NW
Slick presentation keeps up the pace of a technically sound, if not particularly enthralling, coaching sim. All the basic features you'd expect, but gridiron fans deserve more action and a little more to excite the imagination. ★★

TRANSARCTICA
Silmarils £29.99
AP23 64% MW
Strategy affair with a great plot, but let down by a lack of gameplay depth and some serious slowness. A bit of a disappointment. Brr chuff. ★★

TREASURES OF THE SAVAGE FRONTIER
US Gold/SSI £32.99

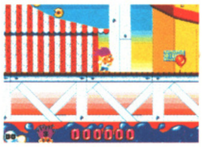
AP19 34% LE
An out-of-date RPG when compared to the likes of *EOTB* and *Storm Master*. It's slow with a disgusting amount of disk accessing and no hard drive installation option. It shows how an old formula can go stale when pushed too far, and this has been pushed too far. ★★

TRODDLERS
Storm £25.99



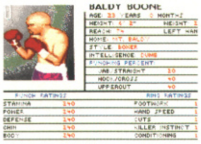
AP18 89% AP
The best elements of some of the best styles of gameplay in history combined in one cute package, and it works. Two styles combine to make a classic game in its own right. It's better than *Lemmings*, allegedly. ★★★★★

TROLLS
Flair £25.99



AP21 83% MW
If bright, cute and cheerful platform-type games are your thing then this has to be the one for you. Everything about this is so fluffy and nice that you want to hurl, and there really isn't really anything bad to say about it. ★★★★

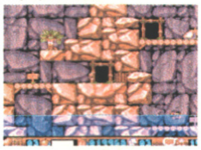
TV SPORTS: BASEBALL
Mindscape £25.99



AP15 52% NW
Well put together, but very tedious after an hour or so. If you do want baseball on your Amiga then try the much better *RBI Two Baseball* instead. ★★

TV SPORTS: BOXING
Mindscape £14.99
AP19 56% AP
Well, it's the best job anyone's made of a boxing game so far. Sadly, it's still a boxing game, and it leaves a fair bit to be desired in the lasting-appeal department. ★★

UGH!
Play Byte £25.99



AP15 79% MR
A laugh and a half, *Ugh!* offers you excellent one- or two-player prehistoric fun, for a while at least. Not the sort of thing you'd be playing a year later, though, but worth a look. ★★★★

UTOPIA: THE NEW WORLDS
Gremlin £14.99

AP14 60% SC
Er, some new worlds for *Utopia*. They're okay, really. Is it just us or is £15 a lot of money for a data disk? ★★★

VEKTOR STORM
Inova Games £29.99
AP23 60% TT
Scruffy-looking version of beautiful arcade game *Tempest*, prone to speed-up and slow-down and sticky control. *Tempest* was gorgeous, but this is mediocre, and 30 quid to boot. What a shame. ★★

VIKINGS
Krisalis £25.99

AP16 81% MR
A strategy wargame thing that doesn't look ugly or contain too many statistics. It also has an easy-to-use interface. It's a bit like *Defender Of The Crown* without the action sequences but with some kind of magical addictive ingredient thrown in instead. And you can compete against your friends. ★★★★

WALKER
Psygnosis £29.99

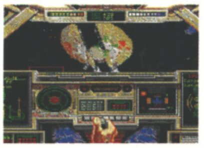
AP24 85% MW Top 100 No.58
Strut around in a huge metallic blue chicken and kill everything that moves in this needlessly gratuitously violent game. Mowing down masses of attacking troops from the comfort of your bedroom never seemed like such a great idea in this graphically wonderful (but somewhat repetitive) blaster. ★★★★

WAXWORKS
Accolade £34.99

AP22 70% JD
A horror game that fails to really frighten but does offer some good entertainment with macabre twists. There're maybe a bit too many mazes for its own good, but there are also some puzzles and some fighting to be done. Worth a look for horror fans. ★★★

WEEN
Coktel Vision £29.99
AP19 81% LE
A bit on the overpriced side, and a bit titchy, but a nifty little puzzle-based adventure thing all the same. A brilliant control interface too, but the game needs a little more to it to qualify for classic status. ★★★★

WING COMMANDER
Mindscape £34.99
AP21 55% MR



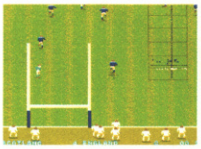
Everything that was on the original PC version is replicated here, which means that the standard Amiga is so bogged down with data that it runs hopelessly slow, far too slow to make it playable. On the A1200 though, the 3D sequences run fast and smooth, making this the benchmark game for future A1200 shoot-'em-ups.
★★★★ (for the... A1200)

WINTER SUPERSPORTS 92
Flair £25.99
AP15 61% GP
A high price to pay for what boils down to four different events. None of them are particularly involving or compelling, but there's fun to be had when more than one player is involved. ★★★

WIZKID
Ocean £25.99

AP15 91% MR Top 100 No.15
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least). If you don't buy *Wizkid*, your life really will be a lot poorer. ★★★★★

WORLD CLASS RUGBY – THE FIVE NATIONS
Audiogenic £25.99



AP14 86% MS Top 100 No.79
Dramatically-improved version of the earlier game, right up there with *Rugby – The World Cup* for playability and action. The 3D second-person perspective view (à la *John Madden Football*) is neat, too. ★★★★

WWF EUROPEAN RAMPAGE
Ocean £25.99

AP22 18% JD
Minimal control system, inferior graphics and practically non-existent gameplay. Quite simply a completely crap beat-'em-up that vies for your dosh by cashing in on WWF mania. Don't bother. ★

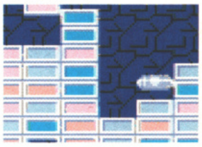
ZOOL
Gremlin £25.99

AP18 90% LE Top 100 No.71
Heralded as a *Sonic*-beater, but let's face it, it isn't. Still, it IS one of the Amiga's finest and zappiest platformers, and a good attempt at beating the consoles at their own game. You should, though, check... ★★★★

ZOOL ENHANCED A1200 VERSION
Gremlin £25.99

AP24 78% TT Top 100 No.71
...this. Colourful parallax scrolling backgrounds make the whole game a lot prettier, but also clutter it up to an extent that they hide on-screen baddies. Not so much enhanced as tarted up, and you could well find that you prefer the original. Still, some opinion in the office DOES hold that this is a big improvement on the original, so at least try to have a look at it if you've got a 1200. ★★★★

ZYCONIX
Accolade £24.99



AP19 63% LE
Decent mix of several puzzle-game standards (*Tetris*, *Columns*, *Klax*, you know the score), which doesn't really have enough character of its own to stand out from the crowd. All right, but unremarkable. ★★★

AMIGA POWER BACK ISSUES

1 May 1991
Our first issue! *Eye Of The Beholder*, *Gods* and *Cybercon 3* and the first part of the *Rainbow Islands* player's guide.
On the disk: *Bombuzal* – the complete game!*

2 June 1991
And it just gets better! A giant Bullfrog interview and reviews of games like *Megatraveller* and – yes! – *Monkey Island*!
On the disk: *Kid Gloves* – the complete game!

3 July 1991
You want Core Design, CDTV, *F-15 Strike Eagle 2*, *Deuteros*, and *Toki?* – this is the place to come!
On the disk: *Exile* special world, *Prehistorik* preview, and great PD!*

4 August 1991
The Ultimate Autumn Preview, film games, *Jimmy White's Snooker* reviewed and more!
On the disk: *Beast Busters*, *The Executioner* & three great PD games!*

5 September 1991
All the new god sims compared. *Lemmings* preview. *Mega lo Mania* reviewed.
On the disk: *Barbarian 2* demo, plus five (five!) great PD games!*

6 October 1991
Midwinter 2, *Cruise For A Corpse*, *Magic Pockets*, *Rodland* and many more reviewed.
On the disk: *Rolling Ronny*, *Captain Planet*, *Bullfrogger* and still more!*

7 November 1991
Monkey Island 2, *Indy Jones* previews. *Formula One Grand Prix*, *Blues Brothers*, *Lotus 2*, *Robocod* reviewed.
On the disk: *Leander*, *Video Kid*, plus fabulous PD games!*

8 December 1991
Bumper Xmas hardware guide. *Populous 2*, *First Samurai*, *MicroProse Golf*, *Knights Of The Sky*.
On the disk: *Cisco Heat*, *Elvira Arcade* (one meg), best of PD!*

9 January 1992
Giant FRPG feature, our Games Of The Year. Reviews of *Smash TV*, *Birds Of Prey* and more!
Double disk: *Knights Of The Sky* training section (one meg) & *Puggles*.

10 February 1992
Spring Game Guide. Reviews of *RoboCop 3*, *Another World*, *Leander* and more!
On the disk: PD Special – featuring *Mr Wobbly Leg*, *Raid* and *Squamble*.

12 April 1992
Giant Psygnosis preview feature, beat-'em-up guide. Reviewed: *Parasol Stars*, *Titus The Fox*, *Vroom* .
Double disk: *Titus The Fox*, *Project X*, plus *Rome* (one meg only).

13 May 1992
Anniversary Issue! New AP Top 100, hidden games guide. Reviewed: *Apidya*, *Project X*.
Double disk: Demos of *Sensible Soccer*, *Wizkid*, *Campaign*, *Pinball Dreams*.

14 June 1992
Footy games preview, joystick guide. Reviewed: *Fire & Ice*, *Addams*, *Eye Of The Beholder 2*, *Pushover*.
Double disk: Playable levels of *Legend* and *Aqua Ventura*.

15 July 1992
Reviews! *Wizkid*, *Sensible Soccer*, *Monkey Island 2*, *Lure of the Temptress* and (of course) much more.
Double disk: *Galactic*, *Amega Race*, *Number Fumbler*, Mental Image shareware.

16 August 1992
Shoot-'em-up guide. Reviewed: *Crazy Cars 3*, *Links*, *Civilization*, *Dojo Dan*, *Might & Magic 3*.
Double Disk: *D/Generation Level Two*, *Troddlers*, and *Locomotion*.

17 September 1992
Pop stars and their games. Guide to multi-player games. Reviewed: *Premiere*, *Bug Bomber*, *Fascination*.
Double Disk: *Top Secret*, *Beast Master*, *Captain Dynamo*.

18 October 1992
The Ultimate Autumn Preview. Where are they now? Reviewed: *Zool*, *Putty*, *Lotus 3*, *Troddlers*, and *Beast 3*.
On the disk: *Lotus 3* and *Tearaway Thomas*.

19 November 1992
Industry giants tell us how far the Amiga can go. Mindscape tell all too. Reviewed: *Assassin*, *Pool*, *Doodlebug*, and *Rome AD 92*.
On the disk: *Doodlebug* and *Metamorphosis*.

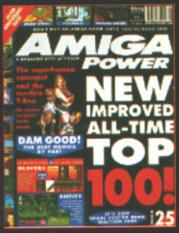
20 December 1992
Readers' Top 100. 1993 games. Reviewed: *Road Rash*, *BC Kid*, *Pinball Fantasies*, *Kyrandia*.
On the disk: *Lethal Weapon*, *Fire And Ice Xmas Special*, *Bill's Tomato Game*.

21 January 1993
Our (second) brilliant year. Is CDTV a Good Thing... or not? Reviewed: *Indiana Jones*, *Wing Commander*, *Nigel Mansell*, *KGB*.
On the disk: *Sensible Soccer* (special version), *CAP* and *Trolls*.

22 February 1993
The A-Z of Arcade Games (part 1), A Clone Again Or... Reviewed: *Street Fighter 2*, *Chaos Engine*, *Lionheart*, and *Alien*^{3}.
On the disk: *Alien*^{3}, *Arabian Nights*, and *Atom Smasher* (great PD).

23 March 1993
The A-Z of Arcade Games (part 2), and a bumper crop of reviews: *Legends of Valour*, *Sleepwalker*, *Transarctica*, *Ragnarok*, *Combat Air Patrol* and more! **On the disk:** *Body Blows* and *Sleepwalker*.

24 April 1993
Absolute Power – we rate every single Amiga game EVER! Reviews include *A-Train*, *Lemmings 2*, *Chuck Rock 2* and *Walker*. **On the disk:** *FA Premier League Football*, *Dong* and *Extreme Violence*.



25 May 1993
Unveiled – the All-New Improved Top 100. The definitive run-down of the best Amiga games ever. Reviews include *Desert Strike*, *Flashback* and *Arabian Nights*. **On the disk:** *Beavers* and *Entity*.

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* *Please note: disks 1,3, 4, 5, 6, 7, and 8 are NOT A500 Plus compatible*

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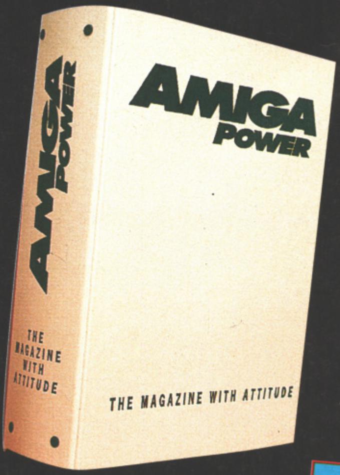
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Oh, have we got a video? Well yes, actually, we have. And, even if we do say so ourselves, it really is a bit of a corker. If you want the very best in top tips and hot hints for *Formula One Grand Prix, Zool, Putty, Monkey Island 2, Lemmings, Myth, Pushover, Rome AD 92, Knights Of The Sky,* or *John Madden Football* then you'd jolly well better send off for The AMIGA POWER Tips Video right away. We've put together 58 minutes of top-notch playing guides just for you, and frankly we think you'd be more than foolish to miss it.

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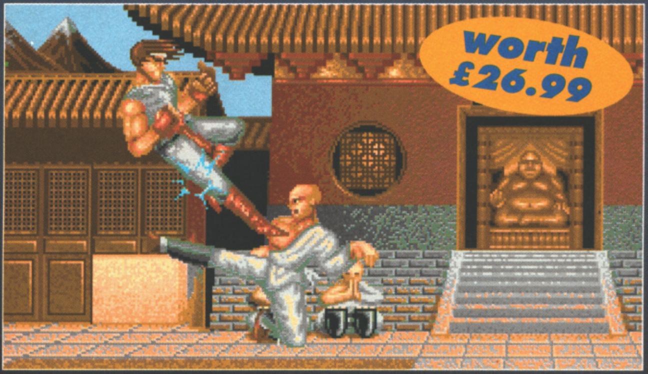
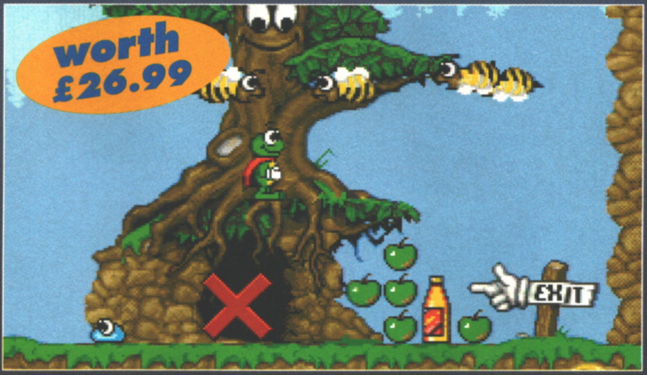


BODY BLOWS AP RATED 89%

Simply the best Amiga beat-'em-up of all time, with the hottest kicking, punching and fighting action around. You get three disks, eleven characters, seven settings and as many special moves you can handle. Show this to your puny console-owning friends and they just won't know what's hit them. *Or you could go for...*



SUPERFROG AP RATED 78%

The true state of the art in supercute platform games, lovingly rendered by Team 17 for your personal smooth-scrolling enjoyment. They don't come any faster than this – it's slick, it's tough, and it's even got a fruit machine in it. And a frog of course. There's 24 levels to battle through, so what are you waiting for? Get to it!

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Looking for Linda? Well, Linda's found you. Here on the back page. In The Right Profile.

What do you believe in?
Love, hope, friendship and beauty.

What was the first thing you said today?
"A French stick for the garlic bread and a tin opener".

Who's your favourite historical figure?
Lilith – Adam's first wife who was damned for disobedience.

What's your Number One object of desire?
Well, apart from World Peace, at the moment it's a cottage in the country with a kitten or two.

What have you got in your pockets?
A Walkman with a Lee Hazelwood tape in it, an empty cigarette packet, a box of matches, keys on a Mickey Mouse keyring, bobbles, chewing gum, lip balm and a receipt for something that cost 80p.

Which is nicer – a bunch of daisies or a fluffy bunny rabbit?
That's easy – a bunch of daisies.

If you could be in a computer game, which one would it be?
Sleepwalker – all that action and I don't even have to wake up.

Is there anything or anyone you'd kill for?
I'd like to think that if somebody was threatening to kill somebody I love then I'd kill them, but I wouldn't know if I could until the moment. If you see what I mean. Oh, and if killing one person would unite the whole world then I might do it, but that's a bit unlikely.

Would you vote for the Maastricht treaty?
Yes. Absolutely definitely.

What's your favourite BMX Bandits song?
Serious Drugs. But I don't want to negate all their old stuff so can I have Disco Girl too?

Are video games killing pop music?
The record industry is killing pop music. Five quid for a CD single is a rip-off. People have too narrow a definition of pop music – there's some great pop music around these days and I have immense faith in it.

What's your favourite planet in the Solar System (except Mars)?
Jupiter, because I used to be able to see it sometimes when I was lying in the garden on a summer's night

What would your autobiography be called?
"I'm really full".

What's the nicest thing anyone's ever said to you?
"I love you".

What one thing do you think would most improve the software industry?
Programmers being allowed to do exactly what they want. Imagine.

What would you like your epitaph to be?

For the last blossom is the first blossom,
And the first blossom is the best blossom,
And when from Eden we take our way,
The morning after is the first day.
(Louis MacNeice)

Have you got a message for all the devoted male groupies who've already started writing to us?

1. Write to the Pastels and ask them when the album's coming out.
2. Go to the opticians.
3. Don't throw rocks.

"For the last blossom is the first blossom"

CURRICULUM VITAE

NAME: Linda Marie Barker
ADDRESS: Number 2, ground floor flat. Bath. Just knock on the window.
DATE OF BIRTH: 29. 6. 69
MARITAL STATUS: Old maid

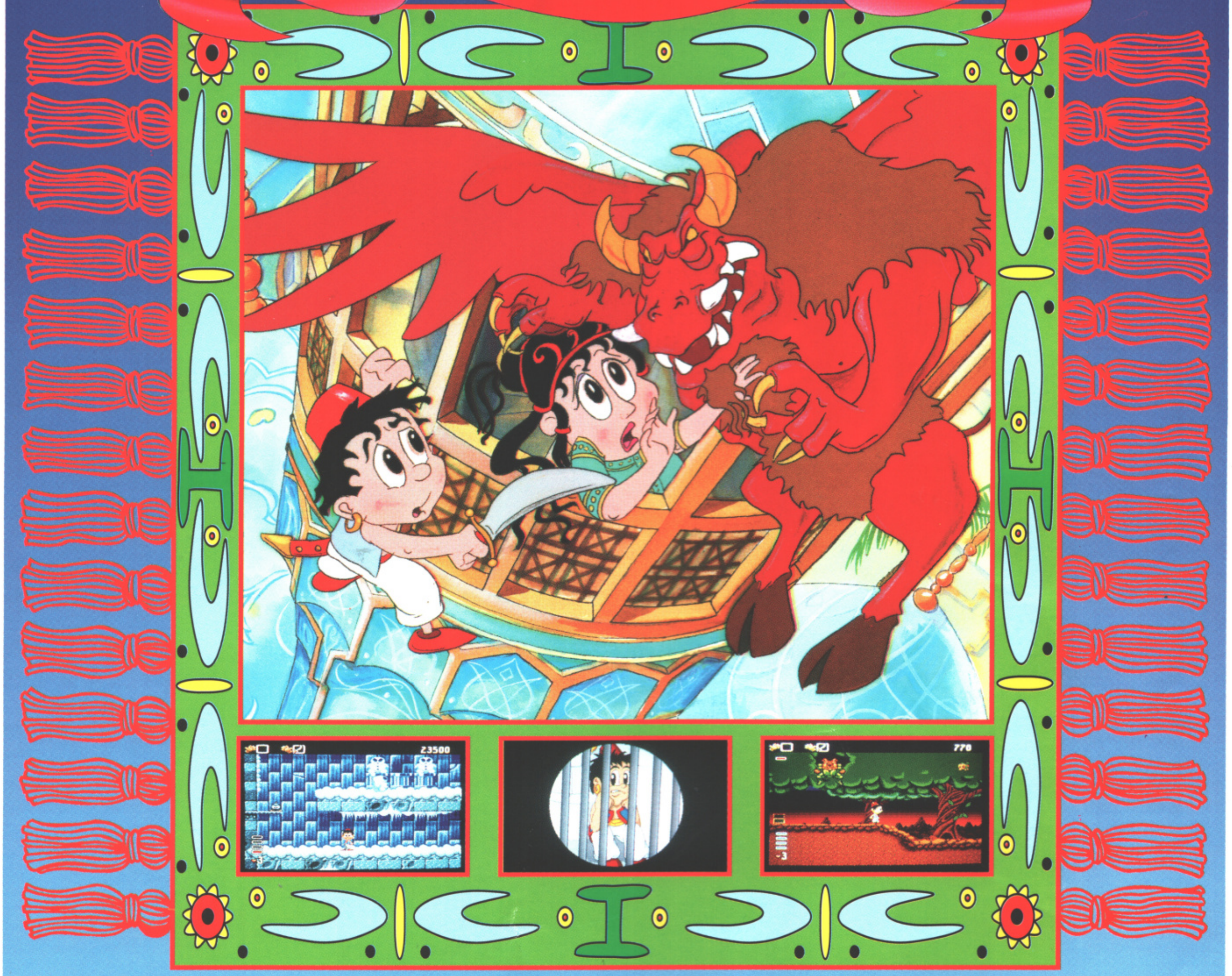
I was born in the Salvation Army Mother's Hospital in Lower Clapton Road. (This probably explains my fascination with the Salvation Army shop in Norwich.) My dad, my aunt, my cousins and my little sister were all born there too but it's not there anymore. I spent my formative infant years playing in the graveyard at the back of our house, reading and making elaborate villages out of lego, wooden bricks, stickle bricks and Meccano with my little brother.

Then I went to secondary school and did exactly the same things, except I built villages with my newer little sister rather than my getting-bigger-all-the-time brother. I managed to get through school with the minimum of fuss: I only got into one fight and only got detention for being late (all the time). I did my homework and my exams, and then looked around for the right place to spend the next three years of my life. I found Norwich, went there for an interview and just had to go there.

When the time came, I packed my suitcase full of my favourite books and left for Norwich and the University of East Anglia. I spent three years there with ace people reading all the books we wanted and writing about our favourite things – and this was 'work'. When we weren't, erm, studying we rummaged in the Salvation Army shop, took the little train to Cromer and drew fish on the sand. In the evenings we danced to Joe Tex and The Soupdragons and went and swooned at Noel the Bowl! For a year I lived in my first own room in an old airbase H-block then, when I was nineteen, seven of us had a house called Dalrod. It was the best year ever. And then a year later I did my final exams, went to Glastonbury, phoned Norwich for the results and celebrated. It was all over – I had to start looking for a job. I applied for one at Future Publishing, got it, moved to Bath and started working on Your Sinclair with old AP editor Matt Bielby and art assistant Sally Meddings.

I started my new life as a staff writer, moved up to become editor and was then asked if I'd like to work on AP. Well, I thought, I might as well, eh? (Actually, I was absolutely terrified – but I love it now!) *(We were terrified too, Linda – but we love you now! – The AP Team)*

ARABIAN NIGHTS



Sinbad Junior works for the "fair and just" Caliph as an apprentice gardener tending to his incredibly excessive palace gardens. Today however he gazes upon another beautiful flower - the Princess Laila as she stands on a balcony high above the gardens.

Away in an eerie floating castle dark deeds are at hand. The evil Vizier, in his dastardly plan to rule the kingdom, has despatched a demon from the nether regions of hell to kidnap the princess and cast a mighty spell over the kingdom.

As Sinbad stares up at the balcony a dark shape descends from the sky, mauling and clawing at Laila.

Laila screams and the demon lifts off clutching the beautiful princess. Sinbad makes a desperate leap to grab the claw of the monster, but is left on the balcony flat on his back.

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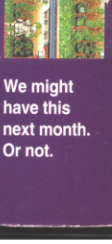
NEXT MONTH! Ooh, it's so hard to tell. You know how it is, every month we take a guess at what we're going to have in the future, it's almost invariably completely wrong (due to circumstances beyond our control etc), then everyone gets all upset and writes us complaining letters and nobody's happy. So instead of doing that, this month let's all just sit down for a few minutes, take some deep breaths and think nice thoughts. There. Isn't that better? Now, next month, it'll all come as a pleasant surprise.



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